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EXPERT GAMER



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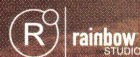


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PlayStation®2

ATV
Offroad
FURY

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APRIL 2001

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XG'S CHOICE FOR THIS MONTH'S BIGGEST GAME

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Paper Mario

All of your Paper Mario questions will be answered in our comprehensive guide to this awesome RPG.

Feature Strategies

EVERYTHING YOU NEED TO KNOW TO BE AN EXPERT GAMER

64 The Bouncer

Learn the tactics you'll need to get the most out of Square's fighting game. We also detail all of the secret goodies for all of you code hounds!

68 Fear Effect 2: Retro Helix

XG is here to deliver the goods on this action-packed prequel. Check out strategies and solutions for all the toughest puzzles.

76 Onimusha: Warlords

Our detailed maps and walk-through will help get you through Capcom's beautiful new PS2 title without a hitch.

86 Star Wars: Starfighter

It's Colony Wars meets Wing Commander in the new offering from LucasArts. All 14 levels with detailed strategy and no annoying Jar Jar!

Special Features

CONDENSED GUIDES AND TIPS FOR TODAY'S HOTTEST GAMES

94 Just the FAQs

10 pages chock-full of the info you need to succeed. We take the top strategies from the best games and spoon-feed it to you. Yummy.

International Gamer

HOW TO BE AN IMPORT JUNKIE

12 Gaming News from Abroad

Get a peek at the Game Boy Advance launch titles due out in Japan.

Tricks of the Trade

THOUSANDS OF SECRETS, TRICKS AND CODES FOR ALL PLATFORMS

18 New Tricks for 17 Games!

Oni, Devil May Cry, 007 Racing, Xtreme Sports, Theme Park: Rollercoaster, NASCAR 2001, Phantasy Star Online, Resident Evil 2, Tomb Raider Chronicles and more.

Coming Soon

GAMES WORTH LOOKING AT

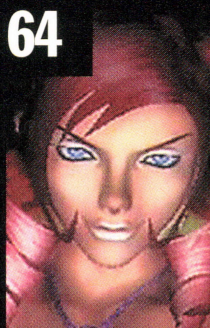
46 Previews for You

Check out the latest titles for all of the big systems. If you want to know what's hot on the horizon, you will need to turn here. Be sure to check out the sneak peeks at games like Conker's Bad Fur Day and Extermination.

50



64



68



76



86



94





- 6061 aircraft constructed aluminum
- 500mm extra long extruded alloy platform
- 100mm 87A durometer urethane wheels
- ABEC 5 aircraft quality precision sealed bearings
- Spring-loaded fender brake
- Adjustable steer tube height
- Breakaway handlebar
- Welded aluminum PosiLock folding system

THE ORIGINAL

MICRO

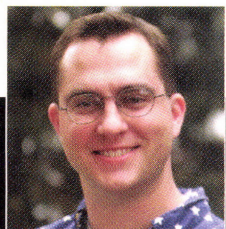
HIGH-PERFORMANCE SCOOTER



Please ride responsibly and always wear a helmet. © 2001 Huffy Bicycle Company

Inside XG

MEET THE STAFF



Dan Leahy

Editor in Chief
dan_leahy@ziffdavis.com

Here, Lemme Lend You a Hand...Or Not

Well, due to recent events of a rather unfortunate nature, I have lost a good portion of my gaming abilities for the next month or so. How, you ask? Very simple. I took one right hand, clenched it into something of a fist, and punched a concrete wall. No, I am not filming an alternative to MTV's Jackass, although the show's title does apply here. No more wonderful two-handed typing...nope, now Justyn gets to transcribe everything I say. I also have resorted to eating only Hot Pockets (you

should try one), as I can hold them left-handed and eat in a semi-normal fashion. Try eating soup left-handed. It's not fun. Finally, and worst of all, I have lost the ability to expertly manipulate all manner of controllers. It blows. It's almost enough to make me want to punch something. Ouch.

○ **Current Favorites:** *Cast Signing 2K1, Hard Splint de Amigo, Fight Club*



Andy Baran

Sr. Associate Editor
andy_baran@ziffdavis.com

This month has signalled Andy's time to shine, with ego-boosting accolades coming in from all sides. As a master, Andy has struck fear into all of the other gaming press! See the forum for info. Also, under the guise of Anubis, Andy's been roaming Ophelia 15 on Phantasy Star Online late at night.

○ **Current Favorites:** *Paper Mario, Phantasy Star Online, Snatch*



Phil Theobald

Associate Editor
phil_theobald@ziffdavis.com

Phil and his wife recently added another member to their family—a cat named Mia. Phil has been training it to battle against EGM's Chris Johnston's new kitten. So far, Mia has learned the Tackle attack and Fury Swipes. He's also been spending his extra money to groom the cat in the hope that it'll soon evolve.

○ **Current Favorites:** *Onimusha, Paper Mario, Intra-Office Pet Battles*



Kenneth Miller

Associate Editor
kenneth_miller@ziffdavis.com

Slim recently fulfilled a long-standing dream: to purchase a Sony KV-27FS12 Wega TV for his home. Never have his DVDs and games looked better. It took huge strength of will, but he managed to actually leave his apartment and return to the office. With any luck, he'll soon fulfill his other dream: Buying a bed.

○ **Current Favorites:** *Sony WEGA, Component Video Cables, Tabasco*

Carey Wise

carey_wise@ziffdavis.com



Guitar

Dave Malec

dave_malec@ziffdavis.com



Vocals

Mark Manzo

mark_manzo@ziffdavis.com



Drums

Terry Minnich

tricks@ziffdavis.com



Manager

Justyn Harkin

justyn_harkin@ziffdavis.com



Roadie

THE ART GUYS

THE TRICK GUY

THE WORD GUY

■ **Team Boy Band:** When Trickman Terry heard Dave "Mad Dogg" Malec's answering-machine crooning, he knew he had the makings of star. Soon, Mark Manzo and Carey Wise were added to the scene. Justyn Harkin is not allowed in the band, though. He just gets to carry stuff.

EXPERT GAMER

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EDITORIAL

Editor in Chief Dan Leahy
Deputy Editor Justyn Harkin
Senior Associate Editor Andy Baran
Associate Editors Kenneth Miller • Phil Theobald
Tricks Editor Terry Minnich
Contributing Editors Mark Hain • Tracy Baran

DESIGN

Senior Art Director Carey Wise
Associate Art Directors Dave Malec • Mark Manzo

TOKYO BUREAU • Mbox Entertainment, Inc.

CEO and Bureau Chief Stuart Levy
Producer Matthew Galgani
Editorial Manager Kiyomi Fukuyama
Japanese Correspondent Yutaka Ohbuchi

PRODUCTION

Manufacturing Director Carlos Lugo
Senior Production Manager Anne Marie Miguel
Prepress Manager Dave McCracken
Assistant Prepress Manager Mike Vallas

TECHNOLOGY

Project Leader Mark LeFebvre
Customer Support Analyst Peter Felonk

ZD GAME GROUP

Publisher Dale Strang
Creative Director Michael Stassus
Business Director Cathy Bendoff
Circulation Director Joan McInerney
Circulation Director Shirley Viel
Sr. Newsstand Sales Manager Don Galen
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ADVERTISING SALES

Advertising Inquiries Contact: ZD Game Group
50 Beale Street, 12th floor
San Francisco, CA 94105
(415) 547-8783
Fax: (415) 547-8777
Lee Uniacke
(415) 357-4910
Group Publisher Suzie Reider
(415) 357-4915
Group Associate Publisher Marc Callison
(630) 382-9034
District Sales Representative, East Coast Territory Tallie Fishburne
(617) 354-0284
Account Executive, East Coast Territory Emily Olman
(415) 357-5226
Regional Sales Manager, Pacific NW and Bay Area Ian Sinclair
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(415) 547-8781
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Account Executive, TX, WA, San Francisco Meighan O'Rourke
(415) 357-4920
Senior Marketing and Creative Director Rey Ledda
(415) 547-8775
Marketing Coordinator Annie Lipscomb
(415) 547-8248
Advertising Coordinator Tipler Ubbelohde
(415) 357-4930
Sales Assistant Kristeen Laut
(415) 547-8778
Sales Assistant Cheryl Farrell
(415) 547-8783



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Some games recreate a battle.

This one recreates history.

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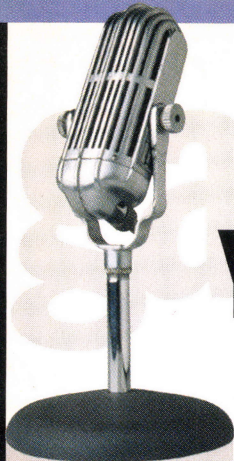


PlayStation®2



Animated Blood
Animated Violence





GAMERS' FORUM

Your Chance to Sound Off in XG

Questions, Comments or Gripes?

WRITE:

XG Gamers' Forum
P.O. Box 3338
Oak Brook, IL
60522-3338

or e-mail:
xg@ziffdavis.com
Please note: We reserve the right to edit any correspondence, for space purposes or otherwise. If you don't want your name or address printed, just say so—but please include your phone number and mailing address anyway, for Letter of the Month contest consideration.

Winners!

• Here are the winners of XG #80's Game Over Contest:

1. David McKinney
Sault St. Marie, MI
2. Leonard Martinez
Santa Fe, NM
3. James Zeller
Green Bay, WI

• The answer to XG #80's Game Over Contest is:

Star Wars:
Rogue Squadron

Compression Artifacts

Dear Expert Gamer,

Most of the time, when I'm watching a CG on a game for either my Dreamcast or my PlayStation 2, I see little squares all over the picture. I thought this was normal, so I ignored it until my cousin came over and was horrified by what he saw. I'm just wondering if you guys have this problem with your DCs and PS2s, and whether I should be concerned or not. If this is a problem unique to my consoles, I'd like to know how I would go about getting them fixed. I'd really appreciate it if you give me a response.

Ivan Nunez
Perth Amboy, NJ

There's no problem with your system, the blocky video is merely a result of the CG movies being compressed to fit onto the game disc. These "compression artifacts" are much more noticeable when you are using a high quality connection to your TV, such as S-Video or component cables.

It's Just a Game!

Dear Expert Gamer,

Is the only point of Marvel vs. Capcom 2 to get all the characters, or is there something more?

Fred Leiberman
Address Withheld

Actually, the point of Marvel vs. Capcom 2 is to actually just to enjoy it. After all, that's what games are for. Sure, it's cool to unlock fighters, but it's certainly not the main goal of the game. Play your brains out and master some moves. Just don't think about it so much...

DVD Problems on PS2?

Dear Expert Gamer,

I heard that DVD movies can ruin the lense of a PS2 because the disc spins so fast. Is that true, and if so, is there anything being done to fix it?

Scott White
quixcott@quixnet.net

We haven't heard anything about a disc damaging the system. After all, the PS2 is built specifically to handle DVD movies. What we have heard, however, is that sometimes a PS2 lens can scratch a disc.

Only a small portion of the PS2 owners out there have reported having this kind of problem, but if you're still worried, your best bet is to check your games after you've been playing a few hours to see if there are any scratches or mars on the information side of the disc. If there is, try laying the machine flat. If that doesn't work, call Sony's consumer help line.

We Don't Need Another Heero...

Dear Expert Gamer,

Hey, I really liked your article on Gundam Battle Assault in the January issue of *Expert Gamer*, but I was wondering if there are any Gundam games out there that allow you to be any other characters from Gundam Wing? No offense to hardcore Gundam fans, but just being Heero isn't enough! Please tell me if there are any games out there!

Cameron Canamov
Address Withheld

Unfortunately, Gundam Battle Assault is the only one released that has Gundam Wing characters. If we hear of any developments of a new Gundam game involving your favorite characters, we'll be sure to let you know.

No More Dreamcast?

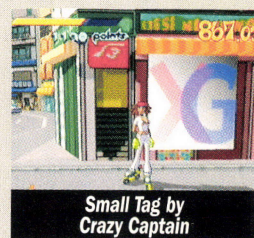
Dear Expert Gamer,

I just read that Sega is going to stop production on the Dreamcast and start producing third-party games for other systems like the PlayStation 2. Other than that, it would drop the system's price to

Jet Grind Radio Contest Winners

Back in *Expert Gamer* #80 (February, 2001), we announced a contest urging gamers to send us their custom graffiti tags that they've created for the Dreamcast game, Jet Grind Radio. We, the editors of XG, have selected our favorite tags in each of the three tag sizes: Small, Large and X-Large for each of the two contest categories: *Expert Gamer*-related tags and miscellaneous tags. Below are the winners of the contest.

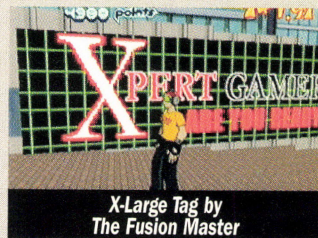
Expert Gamer Tags



Small Tag by
Crazy Captain



Large Tag by
vmattox

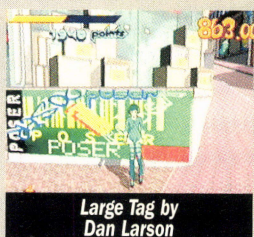


X-Large Tag by
The Fusion Master

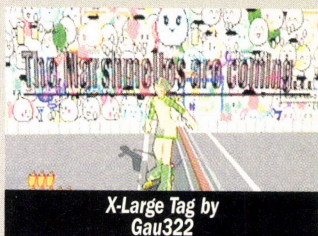
Miscellaneous Tags



Small Tag by
Gau322



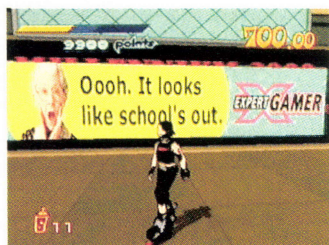
Large Tag by
Dan Larson



X-Large Tag by
Gau322

Wanna spraypaint any of these tags in your own copy of Jet Grind Radio? In addition to running the winner's custom tags in our magazine, we're also posting them on the Expert Gamer Official Art web page. Just head over to the site and save the images to your VMU. Enjoy!

<http://www.raverpants.com/slim/xg/>



Custom graffiti tags like XG's "It Looks Like School's Out," take up a lot of room on the DC's VMUs. It's well worth it, though.

\$99.95 (I found this rather aggravating, since I just paid the \$150). Is that getting my money's worth? I know that Sega wants to be innovative, but to stop production altogether on the system just gets me angry. The system is still new to me, and to find out that it's going to die out soon just doesn't make sense. Didn't Sega promise a long life for this system?

Name Withheld
jinray@gateway.net

You can still get your money's worth out of your Dreamcast. There are plenty of games still being released for the system, and the replay value of outstanding online games like Phantasy Star Online and NFL 2K1 ensure that you'll be playing your system for a good long time. Sega has promised 30 new games this year, and plans to support the Dreamcast well into the next. So if you are worried about a lack of new games, you have nothing to fear.

One More Bottle

Dear Expert Gamer,

Could you tell me how to get the bottle from Kafei's mom in The Legend of Zelda: Majora's Mask? Also, will you show my email address so others can help me out?

Name Withheld
barneycoffman@hotmail.com

If you deliver Kafei's letter to his mother on the last day before the moon crashes into the city, she will give you the Bottle. If you're looking for her, she'll be in the milk bar. You must deliver the letter to her by hand instead of letting the postman do it.

Hey, My Wall Doesn't Have This Problem!

Dear Expert Gamer,

I saved a "large" graffiti in Jet Grind Radio that I had spent half an hour on, then I decided to make another one. Later, when I wanted to use that graffiti in the game, it was gone! What happened? How much space does a large graffiti take up? How do I fix this problem?

Marc Yu
Address Withheld

Unfortunately, custom-made graffiti tags in Jet Grind Radio take up a lot of space on your VMU. We hate to say it, but if you want to save multiple custom tags, you'll need to pick up more VMUs.

School's Out! Whoop!

Dear Expert Gamer,

Can you guys please tell me just what in the Sam Hill does "It looks like schools out!" mean? I noticed it in the Capcom vs SNK guide and the Jet Grind Radio guide.

Ruben Dejesus
dejesus_ruben@yahoo.com

It's kinda a long story, but here goes. Phil, Slim, XG's former intern, Ray, and EGM's Jon Dudlak were out at lunch a few months back when they passed by an elderly woman on the way into the restaurant. Upon spotting the motley crew of wise-cracking video game editors, the woman packed up her food and promptly left the premises. As she passed by our young heroes, she muttered to herself, "Oooh, it looks like school's out." This humorous half-insult has become a rallying cry around the XG office, as it accurately represents our chaotic, fun-loving attitude.

We Control Your TV

Dear Expert Gamer,

I just started to play PlayStation games on my PS2 and I wanted to know why the graphics are so

bad—and I mean they are really, really bad—on the system. I rented Driver 2 from Blockbuster and the graphics really bite! But when I played the game on my friend's PlayStation, the graphics were a lot better than what I experienced with my PS2. Did Sony really screw up, or is my system just completely out of whack?

Chris McFall
Mesquite, TX

We asked a few folks around the office what your problem might be, and we think that it's the fact that you're playing Driver 2. We suggest that you play a game that has good



U.S. Top 10

BEST SELLERS 12-31-00 to 1-13-01

1. **Pokémon Silver** (Nintendo/GBC)
2. **Madden NFL 2001** (EA Sports/PS2)
3. **Pokémon Gold** (Nintendo/GBC)
4. **WWF SmackDown 2!** (THQ/PS)
5. **Final Fantasy IX** (Square/PS)
6. **Tony Hawk's Pro Skater 2** (Activision/PS)
7. **Donkey Kong 64** (Rare/N64)
8. **Legend of Zelda: Majora's Mask** (Nintendo/N64)
9. **Madden NFL 2001** (EA Sports/PS)
10. **Gran Turismo 2** (SCEA/PS)

Japan Top 10

JAPAN'S 10 BEST FROM 1/22 TO 1/28

1. **Onimusha** (Capcom/PS2)
2. **Donkey Kong 2001** (Nintendo/GBC)
3. **Yugio Duel Monsters 4** (Konami/GBC)
4. **Pokémon-Crystal Version** (Nintendo/GBC)
5. **Exciting Pro Wrestling 2** (Yuke's/PS)
6. **Mickey's Racing Challenge USA** (Nintendo/N64)
7. **Metal Slug X** (SNK/PS)
8. **Ultimate Fighting Championship** (Capcom/DC)
9. **Hajime no Ippo: Victorious Boxers** (ESP/PS2)
10. **Dragon Quest III** (Enix/GBC)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (FEBRUARY)

1. **Paper Mario** (Nintendo/N64)
2. **Phantasy Star Online** (Sega/DC)
3. **Mario Tennis** (Nintendo/GB)
4. **NBA 2K1** (Sega/DC)
5. **Mega Man X5** (Capcom/PS)
6. **Onimusha: Warlords** (Capcom/PS2)
7. **Pokémon Puzzle League** (Nintendo/N64)
8. **Street Fighter 3: Third Strike** (Capcom/DC)
9. **Dance Dance Revolution** (Konami/PS)
10. **ATV: Off-Road Fury** (Sony/PS2)

SOURCES: NPD TRSTS Video Games Service (U.S. Top 10); Weekly Famitsu Magazine (Japan Top 10)

Website Pick of the Month

www.TheGIA.com

If you enjoy RPGs and adventure games (as many of our readers do), The Gaming Intelligence Agency should be your first webpage to check for news and previews. The writing on the page is always informative and up-to-date, with a healthy dose of wit thrown in. In case you're looking for info on an older title, The GIA even has an archive of reviews and media of past games called the Vault. So if you're tired of wading through the swamp of info on a typical game news site, check www.thegia.com for all your RPG and adventure info needs.



Coming Soon

SEGA DREAMCAST

Spring/Summer 2000

- **Sonic Adventure 2** (Sega)
- **Spider-Man** (Activision)
- **Buffy the Vampire Slayer** (Fox Interactive)
- **Mat Hoffman's Pro BMX** (Activision)
- **Ooga Booga** (Sega)

NINTENDO 64

Spring/Summer 2000

- **Dr. Mario 64** (Nintendo)
- **Mario Party 3** (Nintendo)
- **Sin and Punishment** (Nintendo)

SONY PLAYSTATION

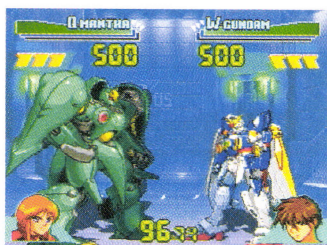
Spring/Summer 2000

- **Point Blank 3** (Namco)
- **Time Crisis: Project Titan** (Namco)
- **Planet of the Apes** (Fox Interactive)
- **Arc the Lad Collection** (Working Designs)

SONY PLAYSTATION 2

Spring/Summer 2000

- **Cool Boarders 2001** (SCEA)
- **Star Wars: Super Bombad Racing** (LucasArts)
- **Half-Life** (Sierra)
- **Monster Rancher 3** (Tecmo)
- **Twisted Metal Black** (SCEA)
- **NASCAR Heat** (Hasbro)



We were all bummed when we found out that Heero was the only Gundam Wing, Gundam pilot in Battle Assault.

graphics. You could also try turning on the PS2's texture smoothing to make things look nicer.

Online Capabilities

Dear Expert Gamer,
Can you go online with the PS2? If you can, what do you need? That's about it.

*Name Withheld
Address Withheld*

Sony is planning to add online capabilities to the PS2, but unfortunately, details about it are very sketchy right now. Until Sony gets around to adding a modem or broadband adaptor, we'll just have to stick to our Dreamcasts for online gaming.

Musical Systems

Dear Expert Gamer,

I was going to buy an MP3 player, but my laptop doesn't have a USB port and a CD burner is too expensive for me. I'm planning to buy a PS2 and I was wondering if I could download music by connecting a PS2 to my computer and using the

USB port on a PS2 to connect to an MP3 player and then downloading music?

*Justin M. Gross
jmgross@ite.net*

First of all, you could buy a pretty decent CD burner for much less than the cost of a PS2. Regardless, as of right now, there is no way to play MP3s on your PS2. You can't transfer the music files from your computer to the PS2 since the systems has no hard drive to store them on.



If you have trouble playing PS games on your PS2, the trouble may be with the options that you have turned on.

Them's the Breaks...

Dear Expert Gamer,

Hey, do you guys know of any disc cleaner that could clean my game? It has a scratch about an inch thick... Well, maybe it's not that deep, but it doesn't work anymore. Can you tell me if I have to purchase a new game or not?

*Elliott Martinson
Madison, WI*

Depending on how bad the scratch is, you could use a Game Doctor to fix it. Otherwise, you're out of luck.

Andy's Accolades



Founder of Twin Galaxies, Walter Day, gives an extremely surprised Andy a plaque recognizing his achievement.

World Recorder Holder for More Than a Decade

Long before Andy ever worked on XG or EGM, he used to compete in various arcade competitions. One event he won a long time ago was a Double Dragon tournament in which he wracked up 146,860 points and unknowingly broke a world record.

Recently, Andy was honored by Walter Day, founder of the US National Video Game Team and Twin Galaxies (a group that maintains the records and scores of all the video games). Andy was awarded a plaque for holding a video game world record for more than a decade.

Andy Rocks the Oni Launch Laser Tag Event!

To celebrate the launch of Oni, Rockstar had various members of the gaming press battle each other at Stratum, a laser tag arena. Andy placed first and was awarded a trophy for his accomplishment.

Letter Art

Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*

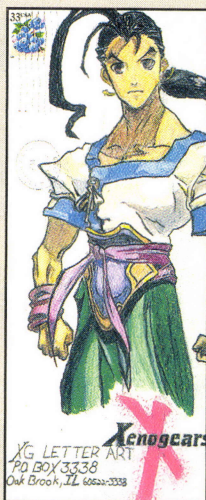


Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@ziffdavis.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

Kim Thai wins an Agatec Specialized Control Pad for the Sony PlayStation. Way to go, Kim!



**Danny En
Stockton, CA**



**Ryan Hoefferle
Tucson, AZ**



**Benjamin Tom
Los Angeles, CA**

* Or at least get you in the magazine and win a controller from Agatec (FIRST PRIZE ONLY!)



Kool DJ Red Alert
Wearing the Lo Walkabout
Circa 1986

MARCECKÖ FOOTWEAR
eckö.com



Navy



Black



Gold *not available



Sky Blue

Going Ape!

Ape Escape Lives On

Although Ape Escape may have been a great game, it just never got the popularity it deserved over here in the States. In Japan, however, the game got enough popularity to warrant a number of plush toys and even a chewing gum! It might seem surprising to see the treatment that Ape Escape got overseas, but keep in mind that the gaming lifestyle is much more established over there.

A Mechanical Monkey

One of the coolest toys that we were able to find was a mechanical stuffed Ape Escape monkey. When you press the button on his left hand, he'll start singing and swaying to the tunes. If you have a soft spot for monkeys, this goody is well worth the purchase. He'll run you anywhere between \$25-50, and can be found at a number of import shops.

Tastes as Great as It Plays...

There is also an Ape Escape-themed chewing gum available in two indescribable flavors (red and blue colors.) Each giant strip of gum has Ape Escape art on it, and characters are indented, so you can poke them out of the strip and eat them individually. It also comes packaged with a cool cardboard diorama depicting a scene from the game. While this novelty snack may be a little hard to find, your chances are pretty good at Japanese supermarkets. This little treat will cost between \$1-3. Who'd ever think that chewing monkeys would be this fun?



Sink your teeth into the helpless gum monkeys.



This doll is possibly controlling our minds... Worship it...

International GAMER

how to be an **IMPORT JUNKIE**

Game Boy Advance Hits Japanese Stores!

A New Nintendo System!

By the time you read this, Nintendo will have released the Game Boy Advance in Japan. The system is a powerhouse—believe it or not, this little bugger contains a 32-Bit processor, well over the ancient 8-Bit one of the old Game Boy. While the old Game Boy color had 56 possible display colors, GBA offers a lush 511 different colors. What does this mean? All of the games will look like actual console games instead of the pixelated fare that we've all become accustomed to.

Power Isn't Everything

A system isn't jack unless it has a healthy flow of games keeping it going. Here's the sweet part: First, all of your old Game Boy games will work on GBA. That's right, it is backward compatible!

On top of that lovely fact, there is also a plethora of new

games. Most of which are remakes of the classics that made Nintendo great. Nintendo is launching this system with a bang. For a quick look at some of the hottest games, this page and the next will show you the cream of the crop.

A Look to the Future

The GBA has multiple features that will make it worth buying. You will be able to link up to four machines for multi-player action. Many of the launch titles take advantage of this feature, so you will be able to race and fight against your friends on the go. Even more mysterious, but equally spectacular, is the fact that the GBA will be able to connect to the new Nintendo console, the Game Cube. Just how this works, or how it will be used, is unknown, but it makes for interesting possibilities. If you want it early, import it!



System Stats

How Does It Stack Up?

CPU 32-Bit
Resolution 240 X 160
Total # of Colors	... 32,768 Colors
Onscreen Colors	... 511 Colors
Power Two AA Batteries
Battery Life 15 Hours
Backlit? No
Software Cartridge

Note: This system is compatible with the Game Boy and Game Boy Color game cartridges..

Mario Advance

Mario Reigns in the New System:

As expected, the GBA launched with a brand new Mario game. Titled, Mario Advance, this hot game is a remake of sorts of the second Mario game. That was the one where Mario, Luigi, Toad and the Princess had to fight off the machinations of Wart in the dream world.

However, this game is not a straight port—expect all new secrets and enemies to put a spin on the classic gameplay.

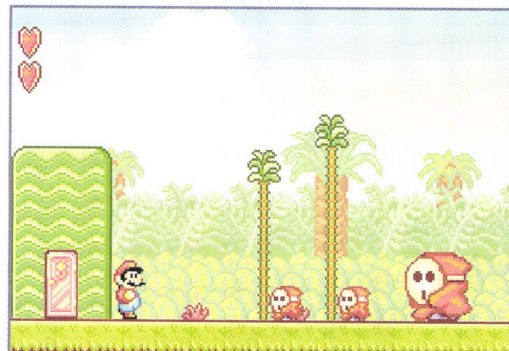
To add even more fun to this package, Mario Advance also offers a four-player option where players can compete in a contest to collect coins that is reminiscent of the original Mario Bros.



Toad can lift items many times his size.



"Legs" Luigi can jump extremely high.



Whole new adventures await Mario and the gang on this awesome example of what the GBA can do!



A Look at What's to Come...

Wanna Buy It Early?

The games you see here are just the tip of the iceberg of what is going to come out of the Game Boy Advance. Because of the way the market works, most of the games will come out in Japan first. Although we don't know whether the US system will be able to play import games, the fact that it is cartridge-based is a good sign for importers.

More on the Way...

There are other cool games coming down the pipeline. For example, Sega will be doing a Sonic the Hedgehog game for the GBA—who'd ever think that a Sega game would be on a Nintendo system? What makes the GBA so exciting is that Nintendo is just lining up the licensees, which means that we'll be seeing all sorts of games. For now, Nintendo seems to have a firm grip on the entire handheld market, and it's unlikely that they'll let go any time soon.

ChuChu Rocket

A Sega Game?

One of the first titles Sega will be releasing for the GBA is ChuChu Rocket. If you recall, ChuChu is a puzzle game where you must lure a pack of mice into the exit of each stage by using a series of arrows. Of course, it is all much harder than it sounds. First of all, you have cats on each stage who would love to snack on your mice. Second, you only have a set number of arrows.

ChuChu Rocket makes an excellent puzzle game, and while nothing is confirmed, a multi-player mode may be available.

This cart is easily accessible to most gamers.



You must find a way to grab all of the mice!



Compete against your links via the link cable.

Castlevania C.O.T.M.

Gotta Whip It Good!

One must-buy for the Game Boy Advance is Castlevania: Circle of the Moon. This cart is a return to the popular 2D engine that made the series great. Once again, whip your way through the remains of an ancient castle to put an end to Dracula's reign.



Classic 2D Castlevania action is back!

Mario Kart Advance

Killer Kart Cart

The frantic racing thrills of Mario Kart have been translated onto the GBA. Choose from the usual cast of Nintendo characters and get ready to race on some of the wildest Mario-themed courses around. Just like the other Mario Kart games, you will be able to pick an assortment of weapons to sabotage the efforts of the competition.

While it has been confirmed that the game will support the multi-link cable, there is no official number for how many players it will support.



The graphics are as good as the Super NES!



F-Zero Advance

Blazing Racing Action

This portable F-Zero game is sure to turn some heads. Using the GBA's technology, this cart is as great looking as the Super NES version.

Set 25 years after the original F-Zero, you now get to play the the descendants of the racers from the first game! Expect a lot of cool vehicles, and all sorts of freaky track design.

One feature that is sure to wow players is the addition of the ability to link four copies of the game for the ultimate four-player racing.

Since there is little text to wade through, this game makes it simple to import it and enjoy.



You have a lot of different craft to choose.



Jump across the treacherous chasms

Tactics Ogre: Gaiden

RPG/Strategy Adventure

The Ogre Battle series continues on the Game Boy Advance. This cart will offer all sorts of missions that will test your tactical abilities. Control a cast of warriors and mages, and try to save the world. This one looks like it'll appeal to RPG fans.



The GBA gets its first RPG/Strategy title.

Magical Vacation

The GBA's First True RPG!

When a group of apprenticing mages are forced to escape to the Plain of Light, they unknowingly begin an adventure of epic proportions. Magical Vacation brings role-playing to the GBA, and the gameplay style is similar to Secret of Mana.

There is no release date for this game in the States just yet, so right now importing it is probably the only way you'll get to see it. There is a hefty amount of text to navigate through, so novice importers might want to pass this one up.



Expect this cart to gain a cult following...



Jet Set Radio Soundtrack

Sweet Soul Soundtrack

Considering how good the music is in the Dreamcast game, Jet Grind Radio (known as Jet Set Radio in Japan), it's surprising that it took this long to release a soundtrack for it. And while this disc contains some of the best music to grace a video game for some time, there are a few glaring omissions.

Tuned Out

Since Jet Set Radio (the game) has such a wide variety of music in it, it's not surprising that a few tracks wouldn't make the cut on the soundtrack due simply to space on the CD. Unfortunately, none of the music by Guitar Vader (including the wonderfully groovy tunes, Magical Girl and Super Brothers) is included. While the music that's present is fantastic, we're hoping for a Volume 2 of the soundtrack that collects the missing songs.

Made in Japan

As the soundtrack is based on the Japanese version of the game, it is thankfully devoid of the US-exclusive music (by Rob Zombie and Jurassic-5 among others) that seemed very out of place with all the J-pop music that comprises the rest of the soundtrack.

Bonuses Galore

This CD also contains plenty of extras. Pop it into a computer, and you'll be treated to a three minute video that shows off the US-exclusive levels (but wisely, not the music). There's also a collection of sound clips and picture files (including a 2001 calendar). The coolest bonus, however, is a paper model of the GG's pet dog, Potts, that you print out and assemble yourself.

Macross Toys: Hard to find

Macross Plus YF-19 and YF-21
If you've ever seen a Macross series or have watched Robotech, you're probably familiar with those transforming planes that are in every series. Most commonly called Veritech Fighters, after the Robotech name for the crafts, these ships are being recreated in toy form by a company called Yamato. There are two different toys, each based off of one of the two ships from Macross Plus: the YF-19 and the YF-21. Each one is fully posable, and you can transform them into their three modes of attack. The detail on these toys are amazing, and they will look great on display.

Why They're Rare

Due to the fact that Harmony Gold owns the rights to all Macross-based products in the United States, very few importers are able to sell these awesome toys. As a result, the demand for them has shot way up. Expect some inflated prices if you can find them somewhere.

Where to Look

Try checking out eBay. You'll see these toys going for roughly \$100. Toy shows, flea markets and some of the more hard core comic book shops may sell them as well.



While the packaging is sparse, the model inside is excellent.



Just how cool does this transformed fighter look?

Akira: Theatrical Release and DVD!

Coming to Theatres

Akira has always been one of those anime titles that can be found in a fledgling otaku's collection. It combines a cool story with impressive visuals that hold their own against more modern films. Finally, fans are going to have a chance to see it in theatres in all its glory.

What makes this release so special is that the movie has undergone an expensive restoration. It has been remastered for high definition, and it has been enhanced digitally. The sound has been improved as well, with an all-new English dub featured in the presentation.

The tentative time for its release is Spring. Odds are pretty good that you'll need to go to an art house to see it, but a more mainstream showing is also possible.

Remastered DVD

After Streamline left the anime market, the future of Akira appearing on DVD was in doubt. However, some good news is on the horizon. Pioneer is rumored to be releasing Akira on DVD some time after the theatrical run has gone its course. While no details are available, you can expect the same transfer as the restored version of the film and probably some of the special features that were found on some of the earlier Akira versions (particularly the Criterion edition of Akira). Soon, you will be able to see this film like you've never seen it before!



Akira has always been a landmark film for anime enthusiasts. It has a complex plot and some of the most detailed animation ever made.



Tetsuo has awakened the powers of change within him.



Akira is a story of why mankind should not tamper with genetics.

Anime Names You Should Know—Part Three

Music and Sound

This month we have two of the talents behind the music in some of the animes that you watch. While everyone focuses on the art aspect of

anime, very few fans actually take note of the composers. That's a shame, because music can play an integral part of a film and bring real emotion to the scenes.

It's Up to You:

If you would be interested in seeing interviews with the creators and talent behind your favorite anime, be sure to write in your thoughts.

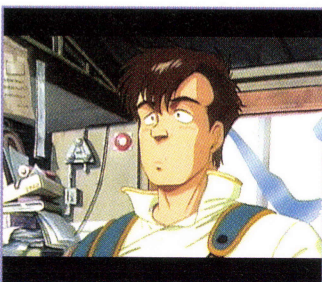


Yoko Kanno - composer

Work You Might Know
Macross Plus, Cowboy Bebop, Please Save My Earth, Escaflowne, Record of Lodoss War (TV series)

Specialty: She is the biggest name in the anime industry when it comes to composing. Each of her soundtracks are completely

different, and her mastery is evident in a number of genres. In one show, she may use hard rock to match the flow of the action and steel drums the next. So far, her composing skills are proved to be nearly limitless. Yoko's CDs are well worth listening to, and they're relatively easy to find.



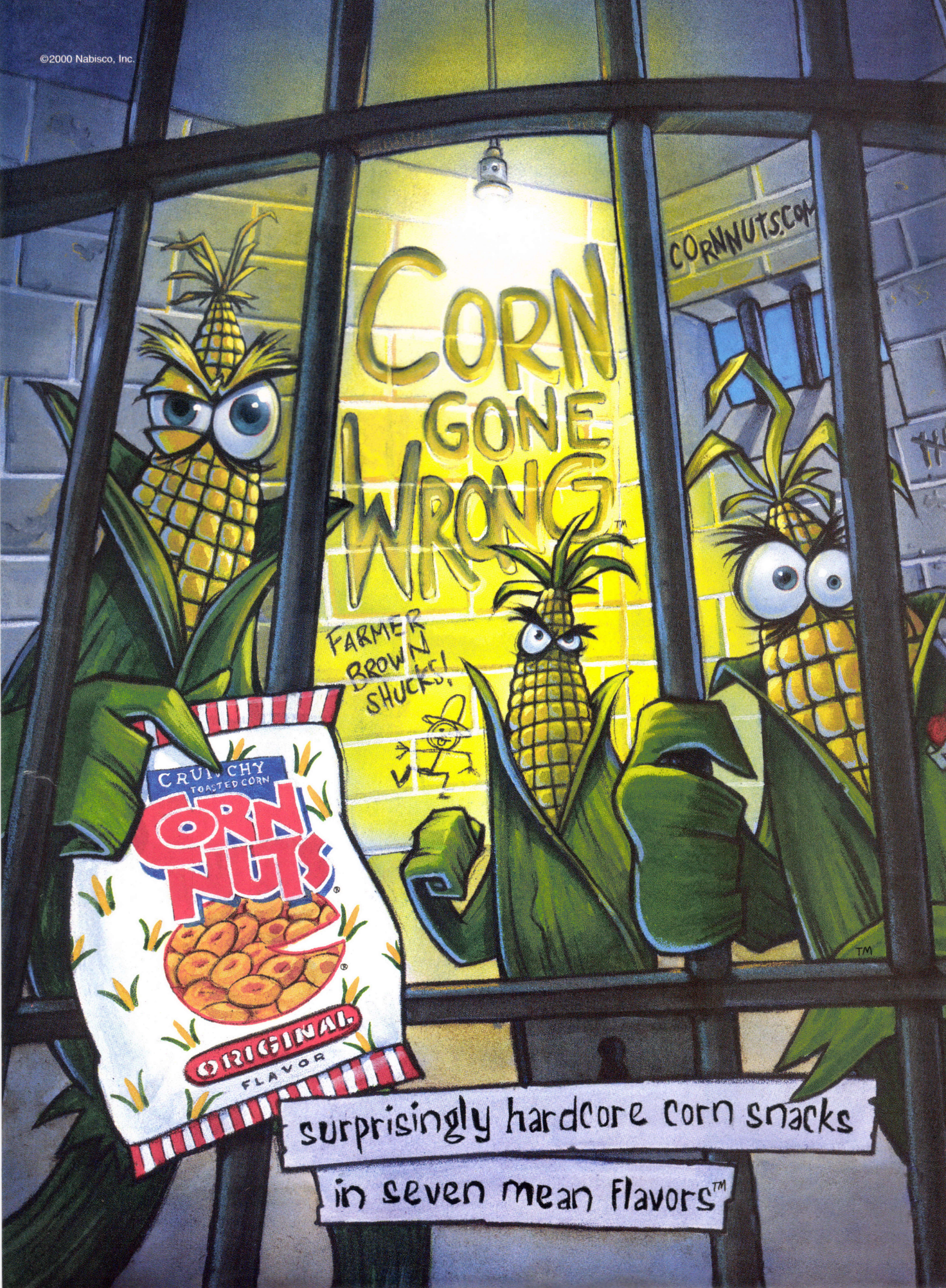
Ryuichi Sakamoto - composer

Work You Might Know
Wings of Honnemiise

Specialty: Ryuichi is an eclectic composer who has worked on everything from J-Pop to theatrical scores (*Black Rain*). As a result, his composing style is really hard to pin down. He has been starting to compose more and more for the

anime scene in recent years; his most recent work can be heard in *Wings of Honnemiise*.

Ryuichi Sakamoto has a number of CDs released in the States and they are worth listening to. They're really innovative and are a far cry from the standard fare.



surprisingly hardcore corn snacks
in seven mean flavors™

Cowboy Bebop Figures

Cool Display Pieces

A series of cool Cowboy Bebop figures were recently released in Japan by Banpresto. All of the main characters have been represented in these vinyl models. There is a total of five non-posable figures in the series, so here's how they look:

Spike

The main character, Spike, looks pretty good. He is posed with his firearm aimed forward. Overall, one of the best in the series.

Faye Valentie

Faye is the worst figure in the bunch. She is posed, leaning on a fence. Her figure looks all distorted and her colors are poor.

Ed

The enigmatic hacker, Ed (see below), looks outstanding. She even comes with Ein the Data Dog, and is identical to how she appears in the show.

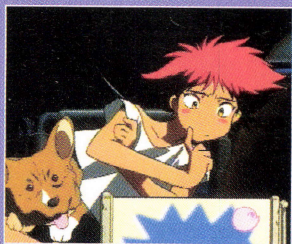
Jet Black

The rugged loner, Jet, is posed with him scratching his head in frustration. He looks pretty good overall.

Julia

Spike's ill-fated girlfriend is posed with her gun exposed. She has been modeled kind of poorly, and lacks detail.

These Cowboy Bebop figures are priced around \$10-12 and can be found in specialty shops that sell anime-related fare.



Here is Ed and Ein as shown in the television series.



Ed even comes with the infamous Data Dog, Ein!

Anime Picks of the Month

Gundam W Endless Waltz



Distributor: Bandai
Format: TV Series
Genre: Action

Set one year after the Gundam Wing series concluded, this disc is set in a future where Mobile Suits are no longer needed for war.

Just when the Gundam suits are about to be destroyed once and for all, events start unwinding that threaten to plummet Earth and her colonies into war once again.

This disc offers Endless Waltz in both a movie format and in three separate episodes.

If you are interested in checking this out, be warned that there is also an edited-down version.

Street Fighter Alpha The Movie



Distributor: Manga Video
Format: OVA
Genre: Martial Arts

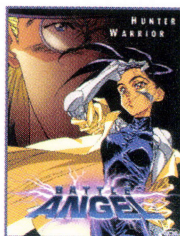
If you're reading this magazine, than the odds are pretty good that you're familiar with the Street Fighter world.

This movie is loaded with all of the fighting thrills you'd expect of an anime based off of a fighting game. The plot focuses upon Ryu, his little brother and the evil that they must contain.

This disc has some cool behind the scenes info, as well as interviews with some of the original Japanese voice actors.

This disc is a Street Fighter fan's dream come true.

Battle Angel

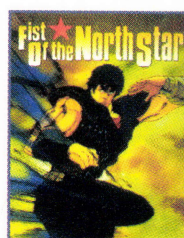


Distributor: AD Vision
Format: OVA
Genre: Drama/action

Gally is a mechanical girl who has been rebuilt after being found in a trash heap. This moody story is about the girl and the people she lives with as they try to survive in a city that lies in the shadow of a paradise that floats in the skies.

This movie is well worth watching, as it not only has cool action sequences, but an intricate plot as well. This disc contains two mini-OVAs that encapsulate the story.

Fist of the North Star



Distributor: Streamline
Format: OVA
Genre: Martial Arts

This OVA encapsulates the bulk of the Fist of the North Star storyline. It showcases the origins of Kenshiro, and his quest for his stolen love Yuria. In the course of his journey, he must fight off armies of bandits in an apocalyptic world.

The fighting style of Kenshiro erupts enemies in gouts of blood—squeamish fans might need to turn away. Still, it is a gripping story from start to finish.

Important Note: For various reasons, Battle Angel and Fist of the North Star are no longer in print. In other words, buy them if you can find them. They're hard to find...

Outlaw Star's Scenes on the Chopping Block

Another Series to Face the Dreaded Censors

When you watch the regular airing of Outlaw Star on TV, you are actually watching a massively cut version of it. If you want to keep yourself amused, try to spot all of the differences between the televised show and the uncut DVDs. While censorship is almost always a bad thing, in this case, it gives us a chance to have fun scrutinizing every sliced scene.

What to Look For:

1. Every time a character says "hell," it as been toned down into a digestible "heck."
2. When the two main characters, Gene and Jim, are playing poker, the dialogue has been changed to have them playing "Go Fish" instead.
3. Gene's flirtations with the



The regular version of the show isn't afraid to show a little affection, blood or nudity. How many differences can you spot?



ladies have been cut completely.

4. Instead of killing anyone, characters are "gotten" or "destroyed" instead.
5. Melfina is no longer naked when she is revived. Instead, a bathing suit has been painted over her.
6. Scenes of loading the guns with Caster shells (an important story element) are gone.

What Is Considered so Bad?

This show really shouldn't have been toned down. However, it's a sign of the times to see the extra violence, sexuality (suggestive), drinking and gambling removed. While the final result still stays faithful to the series, some of the dark, gritty feel is gone. Still, at least anime fans are getting a chance to see a decent show.

It's what you fear.

ALONE IN THE DARK™

THE NEW NIGHTMARE

Terror arrives June 2001. aloneinthedark.com



DARKWORKS
GAME DEVELOPMENT STUDIO



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TRICKS OF THE TRADE

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Score Big with GameShark from InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. Email your tricks and cheats to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338



PlayStation 2

Dynasty Warriors 2

Enter these codes at the title screen. You will hear cheering if the code was entered correctly.

All Hidden Characters Revealed: Square, R1, Square, R2, Square, R2, Square, R1. 19 hidden characters will be unlocked in Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

Edit Opening Cinema: R2, R2, R2, L2, L2, L2, R1, L1. "Opening Edit" will appear in the options. This new mode will allow you to edit the opening cinema scene with the characters of your choice.

Gradius III and IV

These commands can be done multiple times in Gradius III. In Gradius IV, you must beat the first boss of the game to do the tricks and they can be done once per level beaten thereafter. If you don't use the power-up trick in a level, you can build it up to do it multiple times in the next level.

Double Weapon Power-Up: In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right,

Square, Triangle.

Laser Weapon Power-Up: In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.

Hidden Modes in Gradius III:

Cube Attack Appears in Extra Mode: Reach Stage 9.

First Gradius Stages Appear in Extra Mode: Get hit with a bullet from the boss of Stage 10.

Extra Edit Appears in Extra Mode: Complete the entire game once.

More Weapons: Complete game in Extra Edit.

Hidden Modes in Gradius IV:

Boss Rush Mode: Complete the entire game once.

Stage Select: Complete the entire game without using a Continue.

Midnight Club

Unlock Smuggler's Run Buggy:

If you happen to have the game, "Smuggler's Run," you can open up a hidden vehicle in Midnight Club! Just save a game from Smuggler's Run on a memory card. Now, with this saved game in your system, go to the vehicle selection screen in Midnight Club.

Keep scrolling through the cars and you will eventually see the Baja Buggy as a selectable vehicle!

NHL 2001

From the main menu, access "Game Settings." On this menu, access "Rosters." From this screen, choose "Create Player." Next, enter the first and last names of the players as shown below for various results. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Trick of the Month

Star Wars Episode 1: Battle for Naboo

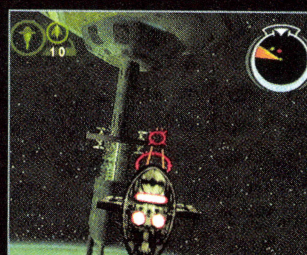
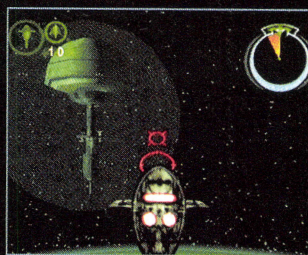


Nintendo 64

Unlock Jango Fett's Ship: (Note: Before entering any of these codes, you must first have all the Platinum medals. The trick will not work unless you do this.) From the main menu screen, enter the options. Access the "Passcodes" option and put in OSHAWA?? as your password. After choosing the "Enter Passcode" option, you will hear a sound that indicates that the code was not accepted. Now enter !WER&CL! as the new password. After choosing the "Enter Passcode"

option, you will hear a sound that indicates that the code was entered correctly. Now go into your saved game file and choose one of the space missions, such as Disruption of Comm 4. You can play as the hidden ship in any one of the space missions only. Jango Fett's ship is one of the vessels that appears in Star Wars: Episode II.

Srinivas Joshi
Calcutta, India



Ready 2 Rumble Boxing: Round 2

Unlock All Boxers: From the main menu, choose Arcade Mode. Then select one or two players. On the boxer select screen, press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2. You will hear a bell when entered correctly. Now you can choose from a variety of new boxers, including Bill and Hillary Clinton!

Silent Scope

On the mode select screen, enter these cheats as shown.

Professional Mode: Hold the R1 button and quickly press START, START, START, START.

Night Vision Mode: Hold the R1 button and quickly press START, START, START, START, START.

Professional Night Vision Mode: Hold the R1 button and quickly press START, START, START, START, START, START.

No Crosshair: Right, Right, Right, Square. You will hear an explosion when entered correctly.

Romantic Mode: Left, Right, Right, Square, Triangle. You will hear "Wow!" when entered correctly.

Super Fast Professional Mode: Down, Triangle, Up, Square, Triangle, Down, Right, Down, Right, Square, Triangle.

Mirror Mode: Left, Left, Right, Square, Down, Down, Up, Triangle, Up, Right, Down, Up, Left, Down, Square.

No Scope: Right, Down, Right, Square, Right, Down, Right, Square.

Hidden Mode (All enemies are invisible): Right, Down, Right, Square, Up, Square, Square, Triangle, Down, Right, Down, Right, Square, Triangle.

Night Mode: Up, Right, Down, Left, Up, Square, Triangle. You will hear "Silent Scope" when entered correctly.

First-Person View: Up, Up, Up, Up, Down, Down, Down, Down.

No Enemy Targeting Mode: Right, Right, Right, Right, Left, Down, Up, Right.

Half of Life for 5 Seconds: Pause during play and press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.

5 Seconds for Half of Life: Pause during play and press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up.

Smuggler's Run

In the middle of the game, press START to pause. Now you may enter any of the button sequences below. You will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again.

Speed Increase: R1, L1, L2, R2, Right, Right, Right. You can do this code up to three times to get even faster speeds.

Speed Decrease: R2, L2, L1, R1, Left, Left, Left. You can do this code up to three times to get even slower speeds.

Half Gravity: L1, R1, R1, L2, R2, R2. Your car will float after going over any jump.

Zero Gravity Traffic: R1, R2, R1, R2, Up, Up, Up. Bump into any "traffic vehicle" on the ground and it will float away into the distance.

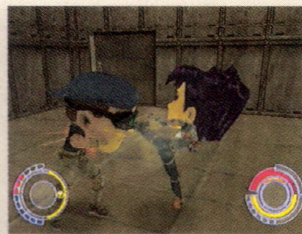
Invisible Off-Road Vehicles: R1, L1, L1, R2, L1, L1, L2. (Strangely enough, the cops will still know where you are.)

SSX

On the rider select screen, press Square to access the options. Next, press and hold

Oni

In the middle of the game, press the SELECT button. Move down and highlight the "Help" option. Now press L2, L1, L2, Square, Circle, Square. This is the first part of the codes shown below. After entering this part first, put in the rest of the codes as shown below for these results.



L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)

All Attribute Points: Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.

Crazy Runners: Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints: Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

Summoner

Comedy Role Playing FMV: On the main menu screen, move down and access the "Credits" option. While the credits are scrolling, press X. You'll see a hilarious outtake of the characters from Summoner engaging in a role playing game.

Swing Away Golf

Unlock All Golfers: On the main menu screen (with Story Mode, Normal Mode, Create Course and Options), press L2, R2, L2, R2, Up, Right, Down, Left, L1, R1. You will hear a sound if the code was entered correctly. Now go into either Story Mode or Normal Mode. Three more golfers (Sam, Meg and Steven) will now be available.



These tricks are entered while playing the game. You will hear a sound when they are entered correctly (make sure you don't pause before entering them).
255 Golden Tickets: Up, Down, Left, Right, Circle, Right, Left, Down, Up,

Circle (Press this button combination a total of four times to make it work).
Free Purchases: Left, Down, X, Circle. (Press this button combination a total of eight times to make it work).

19/07/2002

April Fools' Contest!

Find the Joke and Win a Cheat Device from Blaze!

An "April Fools'" joke is hidden inside this issue of *Expert Gamer* and it's your job to find it. It could be a bogus game, a fake letter, etc. The fact is that we'll reward your efforts of scouring the magazine for this little gem by giving you a free cheat device from Blaze. You could win one of these nifty peripherals:

- Dreamcast Xploder
- Nintendo 64 Xploder
- PlayStation CD9000
- Game Boy Xploder

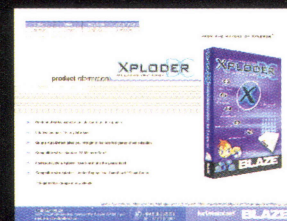
When you think you've found the joke, send us an email with the words, "April Fools Contest" in the subject line to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your letter to:

**April Fools' Contest
c/o Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338**

All entries must be received by 4/30/2001. The first person to reply with the correct answer including their name, address, city, state and zip code will be chosen as the winner.





GameShark Codes

Dino Crisis

Elv. Hall Emer. Box Goodies
 6AFB66E10000FE11
 B856372D0000FE14
 E8C715340000FE15
 46FA12690000FE16
 839380A00000FE17
 D6988E7F0000FE18
 1E641B310000FE19
 GA8B66E10000FE1E
 7085DEA20000FE1F
 C8EBEA580000FE22

Control Rm Emer. Box Goodies
 607B66FE0000FE11
 B2D637320000FE14
 E247152B0000FE15
 4C7A12760000FE16
 891380BF0000FE17
 DC188E600000FE18
 14E41B2E0000FE19
 600B66FE0000FE1E
 9CC807480000FE1F
 E2F7152B0000FE22

The Grinch

All Gifts Broken F0G1880E00000BB8
 20377DCD000000F4
 567F69DF000002EE
 3E513ACF000002EE
 637375C9000003E8

Max Rotten Eggs C11BF970000000C8

Resident Evil 3: Nemesis

Infinite Health (Jill)
 EFE73CD4000000C8
 74753769FFFFFFF

Have All Files 43967BA2000000FE
 Have All Maps 7469B769000000FE

Have 10 Slots 98F02E9D0000000A

All Weapons In Box
 60CB0F2B00000001
 A29335FB00000002
 F259F2EC00000003
 3DB1402D00000004
 89A3E96A00000005
 9D486E9D00000006
 E3777CFE00000007
 23E7072F00000008
 7AB5B76800000009
 B3865EE70000000a
 15D472FB0000000b
 4D2A7BA30000000c
 9D386E9D0000000d
 C27B83920000000e
 2357072F0000000f
 5527133D00000010
 A3E335FB00000011
 E3A77CFE00000012
 4D9A7BA300000013
 7A65B76800000014

Metropolis Street Racer

Infinite Jokers 1024168600000005

Space Channel 5

All Character Profiles
 DEA9C638E0703041
 9721AE1E

Sonic Shuffle

999 Rings P1 7EB5DD7B000003E7
 999 Rings P2 84638379000003E7
 999 Rings P3 7EB5DD7A000003E7
 999 Rings P4 84638378000003E7

Inf. Rings For Album
 5087792E000003E7

P1 Fight All Battles/Events
 A2435FE800000000

Speed Devils Online

Infinite Cash 2717AC6A05F5E0FF
 Infinite Points 5167B87805F5E0FF

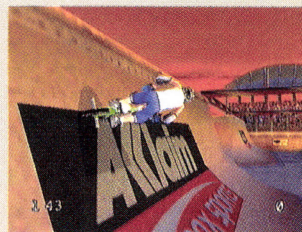


Dreamcast

Dave Mirra Freestyle BMX

Every Level Open: From the main menu screen, choose the Proquest Mode. Go to the level select screen

and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.



Centipede

In the middle of an Adventure game, press and hold L-Trigger+R-Trigger+X+A+Y+B.

While holding these, press the Stick in the desired direction for these results.

Multiple Lives: Press Up on the Analog Stick. You may keep pressing Up while holding the buttons to gain thousands of lives!

All Levels: Press Down on the Stick. Press START to pause and you can move the Analog Stick to highlight different levels of the game.

Crazy Taxi

From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.

No Arrows: Press and hold R-Trigger+START. When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.

No Destination Mark: Press and hold L-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.

Expert: Press and hold L-Trigger+R-Trigger+START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.

Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Dave Mirra Freestyle BMX

From the main menu, choose Proquest mode. Now enter these codes on the following screens for various results. You will hear a sound when they are entered correctly.

Slim Jim: On the select rider screen, press Down, Down, Left, Right, Up, Up, Y. You will hear a sound. Move Left until Slim Jim appears.

Unlock Bikes: On the bike select screen,

press Up, Left, Up, Down, Up, Right, Left, Right, Y.

Styles Unlocked: On the "Style" screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.

Dead or Alive 2

Change View of Victory Pose: As your character does its victory pose, hold X and move the Pad or Analog Stick to rotate the view. Press the B button to zoom in.

Full Screen Pause: During the game, press START to pause. Press the R-Trigger button to get a clean game screen without the text.

Girl Art: Place the Dead or Alive 2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "Bonus." In this folder are several images of the DOA2 girls in bikinis.

Uncut Demo: On the mode select screen, choose Option. On the "Option" screen, choose Game Setting. From "Game Setting" choose Others. On the "Other Setting" screen, change Your Age to a number higher than 21 (99 is optimal). Now go back to the mode select screen and pick Survival Mode. Play through this mode until you get onto the top ten ranking list and put in your name as REALDEMO. Now go back to the title screen and wait until the demo starts. You will then see the uncut demo with one of the scenes showing Kasumi in her birthday suit, lying in a gelatin-like substance.

Draconus: Cult of the Wyrms

On the title screen where it says, "Press Start Button," press X, Y, Y, X, X, Y, Y. This is the first part of the codes shown below. You will hear a sound to confirm that the code was entered correctly. Now begin a new game or load a previously saved one. In the middle of the game, press START to pause and then enter the following buttons codes to accomplish these results.

Level Skip: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Down on the D-pad. **Invincibility and One-Hit Kills:** Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Right, then UP, then START. You won't take any more damage and your instant kills will be worth 50,000 points!

Regain Life Points: Press and hold the L-Trigger+R-Trigger buttons simultaneously.



While holding these buttons, press Left, then Up, then START.

Expendable

While the game is paused, enter any of the following codes as shown below.

Level Skip: Y, Y, X, X, L-Trigger, R-Trigger, Down, Down, Up, Up.
Extra Lives: A, B, X, Y, L-Trigger, R-Trigger, Up, Down, Left, Right.
Extra Credits: A, B, Left, A, B, Right, B, A, Down, R-Trigger.

F355 Challenge: Passione Rossa

Access the options screen, then press and hold X+Y. You will see a password option appear above Exit. Holding X+Y, move down and access the password option by pressing the A button. Now you may enter any of these passwords to unlock the courses as shown (the passwords are case sensitive).
Fiorano Track: CinqueValvole
Nurburgring Track: LiebeFrauMilch
Laguna-Seca Track: Stars&Stripes
Sepang Track: KualaLumpur
Atlanta Track: DaysofThunder

Fighting Force 2

Level Select: On the title screen, while "Press Start" is flashing, put in Left, Up, X, Up, Right, Y. You will see a flash on the screen if the code was entered correctly. Choose the "Start Game" option and a level selection screen will appear. Now you can choose your starting level.

Flag to Flag

Enter the following codes while starting the game in Arcade Mode.

Rainy Weather: Hold L-Trigger+R-Trigger+Down.
Weather Never Changes: Hold L-Trigger+R-Trigger+Up.

Grand Theft Auto 2

On the main menu screen, choose "Play." At the next menu, move up to the player name and change it to one of the following names to unlock these cheats as shown.

Invincibility: INFINITY
99 Lives: BIGCATS
Every Weapon: BIGGUNS
Level Select: SESAME
Recover Weapon After Death: LOSTTOYS
Double Damage: DBLWAMMY

Unlimited Electric Gun: BIGFRIES
No Police: LAWLESS
Get the 5X Multiplier: BOYAKASH
Max Respect from All Gangs: ALLFRIEND
More Blood: WOUNDED
Get \$500,000: MUCHCASH
Get \$9,999,999: ULTIMATE
Pedestrians Are Elvis: ERRHUH (Note: If you run over an entire group of Elvis pedestrians with a car, you will get the message, "Elvis has left the building.")
Unlimited Flame Thrower: TOASTIES
Invisible Player: SCOOBYDO.

Hidden and Dangerous

(Important Note: You need a Dreamcast keyboard plugged into port B on the Dreamcast to make these codes work) First, choose "Start Game" from the main menu screen and when asked to enter your name, type IWILLCHEAT on the Dreamcast keyboard and press the Enter key. Next, go through the setup process by choosing your mission, men, team and weapons. In the game, type in these codes on the DC keyboard for the results as shown. You will hear a click sound when a code is entered correctly.

Level Skip: MISSIONOVER
Restore Health: GOODHEALTH
Invincibility: CANTDIE (Note: Explosions and trains can still hurt or kill you.)
All Doors in Mission Open: OPENALLDOOR
Instant Death: KILLTHEMALL (Note: Use caution with this trick, as it kills hostages as well.)

Player Coordinates Displayed: PLAYERCOORDS

All Weapons and Items: ALLOOT
Enemy View---Front: ENEMYF (This will give you a view behind the nearest enemy. Keep typing it again and again to cycle forward through the next nearest enemies.)
Enemy View---Backward: ENEMYB (This will cycle backward through the enemies.)

Huge Heads: FUNNYHEAD
Debug Frame: DEBUGDRAWWIRE (This puts a strange debug picture box on the screen.)
Fail Mission: GAMEFAIL
The End: SHOWTHEEND

House of the Dead 2, The

Get All Items in Original Mode: Complete Training Mode with five-star marks in each training session.
Display Score: On the title screen use the D-Pad to enter the code L, L, R, R, L, L, R, START.

colors instead of seven.

Fomar: DNEAOHUHEK
Fonewm: ASUEBHEBUI
Fonewearl: XSYGSSHEOH
Humar: KSKAUDONSU
Hucast: RUUHANGBRT
Hunewearl: MOUEOSRHUN
Ramar: SOUDEGMSKSG
Racast: MEIAUGHSYN
Racaseal: NUDNAFJOOH

Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with each boss. This unlocks the Emperor and Fight All Bosses Mode.

Unlimited Credits in Original Mode:

Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.
Bonus Cats: Shoot a cat and it will lead you toward a bonus item.

Bonus Rooms: To access one of the bonus rooms at the end of the game, you must get there without killing any hostages, or allowing any hostages to be killed.

Hydro Thunder

Super Start: To get a jump on the competition, wait until the announcer starts counting down. Immediately after he says, "three," press and hold the R-Trigger. Immediately after he says, "two," let go of R-Trigger and hold L-Trigger. Immediately after he says, "one," let go of L-Trigger and hold the R-Trigger. When he says, "Go, go, go!" you will get a nice boost and you'll hear, "Super Start!"

Boost Jump: After picking up some boost power-ups, you can do a special jump without the help of a ramp! If you hold the L-Trigger (brake) and then press A, you will be boosted into the air. This is great for getting those power-ups that are just out of reach.

Incoming

Cheat Menu: On the main menu screen, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A cheat menu will appear that allows you to choose your starting campaign, infinite lives, infinite weapons and Easy Shoot Mode.

King of Fighters, The Dream Match 1999

Full Pause Screen: Pause the game and press X+Y. This will get rid of the "Pause" word for cool freeze frames!

Bonus Characters: At the character selection screen, highlight the normal version of one of the following fighters, then hold START and press any button.

Kyo Kusanagi	Terry Bogard
Andy Bogard	Joe Higashi
Ryo Sakazaki	Robert Garcia
Yuri Sakazaki	Mai Shiranui
Billy Kane	Orochi Yashiro
Orochi Shermie	Orochi Chris
Omega Rugal	

Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.

Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.

Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.

Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.

Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.

Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.

Hurt Raziel: Hold L-Trigger and press Left, B, Up, Up, Down.

Force: Hold L-Trigger and press Left, Right, B,

Left, Right, Left.

Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.

Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.

Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.

Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.

Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.

Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.

Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.

Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Loony Toons Space Race

From the main menu, access the options. In the "Options" screen, access "Cheats." On the "Cheats" screen, enter any of these codes for the results as shown. The screen will flash and Foghorn Leghorn will say, "There y'are. Have fun!"

Unlock Off-World City Limits 1: DURNIDGIT

Unlock Off-World City Limits 2: PALOOKA

Unlock Galactorama Park 1: YOIKS

Unlock Galactorama Park 2: DODGPARRY

Unlock the Pyramids of Mars 2: SCWEWBALL

Unlock Wild West Quadrant 1: HOGGRAVY

Unlock Planet ACME 2: MAROON

Unlock The Nebula: MRFUZZY

Unlock Marvin the Martian: REDWAGON

Unlock Porky Pig: YAVARMINT

Every Gallery Item Open: MICHIGANJ

Unlimited Turbo Boost: DUCKAMUCK

No Gags in Game: SUCCOTASH

All Tracks Mirrored: SAMRALPH

Every Challenge Open: MOIDALIZE

Every ACME Event Open: 3ULBOPS

Open Up Everything in the Game:

CHEESFISH

Magforce Racing

All Tripods, Classes and Tracks: On the main menu, highlight the vehicle select and hold the X+Y buttons simultaneously. While holding these, press Up, Left, Down, Right, Right, Up, Down, Right. You will hear a sound when the trick is entered correctly. Now access the vehicle and track select options to see all the new tripods, classes and tracks at your disposal.

Marvel vs. Capcom

Play as Shadow Lady: On the character selection screen, put the cursor on Morrigan. Then press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down. You will see Shadow Lady appear below Gambit.

Play as Gold War Machine: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up. You will see Gold War Machine appear above Zangief.

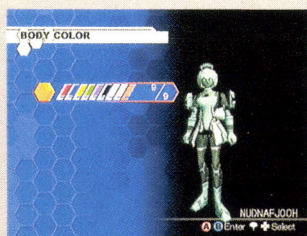
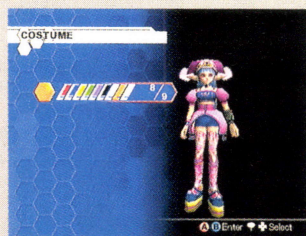
Play as Orange Hulk: On the character selection screen, put the cursor on Chun-Li. Then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up,

Phantasy Star Online

New Costume Colors: From the main menu screen, choose "New Game" and at the character select screen, pick a character. Now, enter one of these names on the "Character Name" screen. After putting in the name, choose the Enter key and you will hear a sound to confirm correct code entry. Now move up to the "Costume" or "Body Color" option and you will see that there are now nine

costume colors instead of seven.

Fomar: DNEAOHUHEK
Fonewm: ASUEBHEBUI
Fonewearl: XSYGSSHEOH
Humar: KSKAUDONSU
Hucast: RUUHANGBRT
Hunewearl: MOUEOSRHUN
Ramar: SOUDEGMSKSG
Racast: MEIAUGHSYN
Racaseal: NUDNAFJOOH





Down, Down, Down, Down, Up, Up, Up, Up, Left, Up. You will see Orange Hulk appear above Ryu.

Play as Lilith: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down, Down, Right, Down. You will see Lilith appear below War Machine.

Play as Red Venom: On the character selection screen, put the cursor on Chun-Li. Then press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Left, Left, Up. You will see Red Venom appear above Chun-Li.

Play as Roll: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right. You will see Roll appear to the right of Mega Man.

MDK2

Full Screen Pause: During the game, press START to pause. Then press X+Y simultaneously to get a clean game screen without the text.

PC Pictures and Sounds: Place the MDK2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "MDK2." Inside, you'll find picture and sound files that you can view and play on your computer.

NBA 2K

From the main menu, go into the options screen and pick the "Codes" option. At the "Cheat Codes" screen, enter one of the passwords below for the results as shown. Make sure you enter the codes in all capital letters.

Secret Teams: DEVDUDES (Opens the three Insomniacs teams, which include the Sega Sports, Sega and NBA 2K teams.)
Huge Ball: BEACHBOYS
Crowd Message: HIMOM
Giant Heads: FATHEAD
Micro Players: LITTLEGUYS
Large Players: MONSTER
Squished Players: SQUISHY
Obese Players: DOUGHBOY
Huge Feet: BIGFOOT
Hurt Coaches: COACHOUCH

NBA 2K1

Hidden Teams: From the main menu, access the options screen, then select "Codes." On the "Cheat Codes" screen, type in vc as your password and, then the Enter key. The screen will then say that the Superstars feature has been unlocked.

NBA Showtime

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown and then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Tournament Mode: 1-1-1 Down.
Show Shot Percentage: 0-0-1 Down.
Show Hotspot: 1-0-0 Down.
No Hotspots: 2-0-1 Up (2p must agree).
Big Head Mode: 2-0-0 Right.
Team Uniform: 4-0-0 Right (2p must agree).
Alternate Uniform: 4-3-0 Right.
Midway Uniform: 4-0-1 Right.

Home Uniform: 4-1-0 Right.

Away Uniform: 4-2-0 Right.

Fog: 1-2-3 Up (Outdoor courts only).

Thick Fog: 1-2-3 Down (Outdoor courts only).

Night Fog: 1-2-3 Left (Outdoor courts only).

Swamp Fog: 1-2-3 Right (Outdoor courts only).

Rain: 1-4-1 Left (Outdoor courts only).

Snow: 1-2-1 Left (Outdoor courts only).

Blizzard: 1-3-1 Left.

No Replays: 3-3-1 Left.

No Tipoff: 4-4-4 Up (2p must agree).

NFL 2K

Enable cheats by going into the options screen, choosing the "Codes" selection and entering the following codes.

Alternate Text: SCRAWL (Some of the text will have a different font.)

Fat Players: LARD

Sega Sports Team: SUPERSTARS (The Sega Sports team will be available at the team selection screen between the NFL All-Pros and San Francisco 49ers.)

Turbo Mode: TURBO (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Turbo.")

Slow-Motion Mode: DEDMAN (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Slomo.")

High-Pitched Commentary: SQUEEKY

Auto-Defense Play Selection: On the play selection screen when on defense, press A twice to have the CPU choose a random play to stop your opponent.

More Attribute Points: In the Create-A-Player Mode, highlight an attribute and move the points all the way down to "0." Then move it all the way back up to the original number. Now look at the available points at the top of the screen and you will have gained a point. Do this for each attribute and you will gain a point for each one.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear someone say, "Lights out, baby!" when the code is entered correctly.

Name: BRAIN Pin: 1111
 (Brain)

Name: SMILE Pin: 1111
 (Smiley)

Name: FORDEN Pin: 1111
 (Dan Forden)

Name: SKULL Pin: 1111
 (Skull)

Name: TURMEL Pin: 0322
 (Mark Turmell)

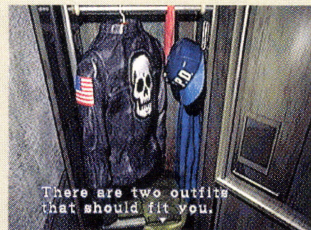
Cheat Codes: On the "Versus" screen, press Turbo, Jump and Pass to change the icons below the helmets on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. You will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo 5-1-4 Up
 Fast turbo running 0-3-2 Left
 Power-up offense 3-1-2 Up
 Power-up defense 4-2-1 Up
 Power-up teammates 2-3-3 Up
 Power-up blockers 3-1-2 Left
 Super blitzing 0-4-5 Up
 Super field goals 1-2-3 Left
 No interceptions 3-4-4 Up

Resident Evil 2

Hidden Outfits: Begin the original game and, while playing, don't pick up any bullets, guns or items. Make your way to the stairs leading to the tunnel next to the police station. Go down the stairs and you will be faced with a zombie (he's actually Brad Vickers from the first Resident Evil). Kill him and search his body. You will find a

Special Key. Take the Special Key and go into the police station. Make your way to the room at the bottom-right of the stairs. In this room there will be a film development room, a locker and a desk. Go to the locker and use the Special Key to open it. Inside will be new clothes for either Claire or Leon.



No random fumbles 4-2-3 Down
 No first downs 2-1-0 Up
 No punting 1-5-1 Up
 Green Bay Packers playbook 1-2-2 Left
 Colts playbook 1-2-3 Up
 Allow stepping out of bounds 2-1-1 Left
 Fast passes 2-5-0 Left
 Late hits 0-1-0 Up
 Show field goal % 0-0-1 Down
 Hide receiver name 1-0-2 Right
 Invisible 4-3-3 Up
 Big football 0-5-0 Right
 Big head 2-0-0 Right
 Huge head 0-4-0 Up
 No head 3-2-1 Left
 Headless team 1-2-3 Right
 Team big heads 2-0-3 Right
 No play selection 1-1-5 Left
 (Teams Must Agree)
 Show more field 0-2-1 Right
 (Teams Must Agree)
 No CPU assistance 0-1-2 Down
 (Teams Must Agree)
 Power-up speed 4-0-4 Left
 (Teams Must Agree)
 Hyper blitz 5-5-5 Up
 (Teams Must Agree)
 Smart CPU opponent 3-1-4 Down
 Tournament mode (2P Game) 1-1-1 Down
 Always quarterback 2-2-2 Left
 (Requires two human teammates)
 Muddy field 5-2-5 Down
 Wet field 5-5-5 Right

NHL 2K

From the "New Game" menu, choose either Exhibition, Season or Playoff. Go to Custom Players and change the first and last names of your player to one of the names shown below. Once you do this, press A to accept the player. Back at the "New Game" menu, go to Trade Players and on the "Roster Manager" screen, choose the Free Agents pool. Scroll through the players until you see the one you created. Now press A to select the player and X to execute the trade. Press A again to accept this trade agreement. Go back to the "New Game" menu once more and select Edit Lines. In this menu, move over to the players (either on the ice or scratched) and you will see the faces or message for the players you created.

Tony Twist: Tony Twist
Ron Hextall: Ron Hextall
Marty Reasoner: Marty Reasoner
Wayne Gretzky: Enter this name to see "Thanks for the Memories" over the head

shot on the "Edit Lines" screen.

D Port Codes: Have a controller plugged into the fourth port (D) on your Dreamcast and enter these tricks with it.

Black Box Team: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, B, X. You will hear the announcer say, "Oh, Black Box, baby." Now Black Box is available in the choice of teams.

Big Heads: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, A, B, Y. You will hear the announcer say, "Oh, Black Box, baby." Everyone on the team will have big heads except for the goalie.

Plasma Sword

Highlight one of the appropriate character on the character select screen and then enter the code.

Play as Kaede: Highlight Rain and press Down, Down, Left, Left, Up. Kaede will appear in a box above Rain.

Play as Rai-On: Highlight Byakko and press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in a box above Byakko.

Play as Evil Gamof: Highlight Gamof, then hold START and press A.

Power Stone

Manipulate the Victory Camera: Use A, X, Y, B and the Pad and Analog Stick to zoom in and out, rotate the camera around the victor, etc.

Play as the Bosses: Finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" book.

Rainbow Six

In the middle of your game, press the following buttons to activate these special modes in the game. You'll hear a noise and see text on the left side of the screen to confirm that they worked. To turn off any of the codes, just enter them again. Note: Don't pause the game before entering these!

Avatar God: Simultaneously press Up on the Analog Stick, Down on the D-Pad and A button. Your character becomes invincible, but the rest of your team won't be affected.

Team God: Simultaneously press Left on the Analog Stick, Down on the D-Pad and A button to gain invincibility for everyone on your team.

Big Heads: Simultaneously press Up on the

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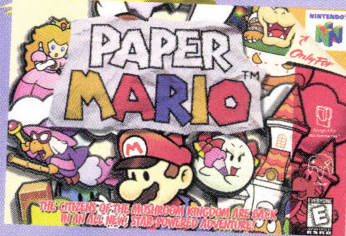
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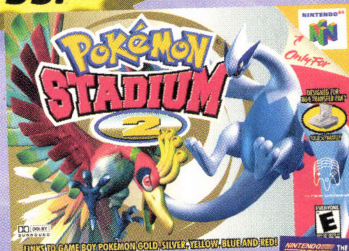
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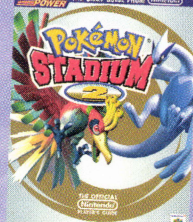


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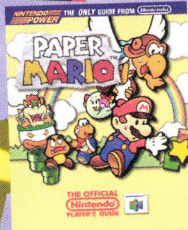


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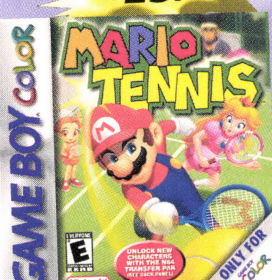
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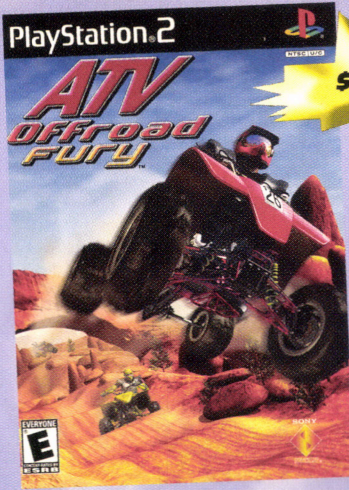
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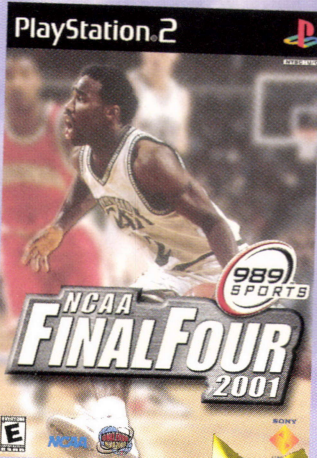
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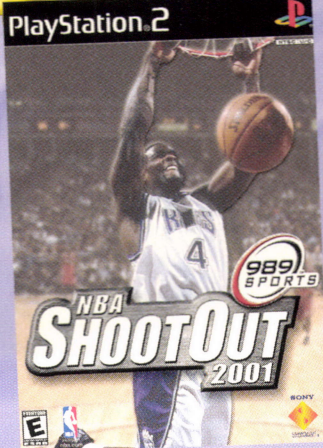
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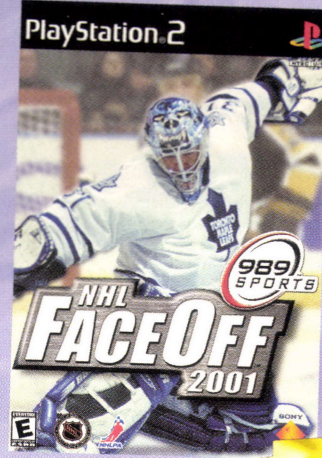


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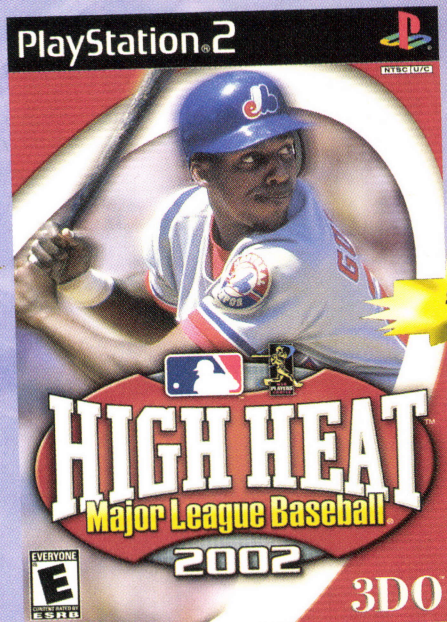


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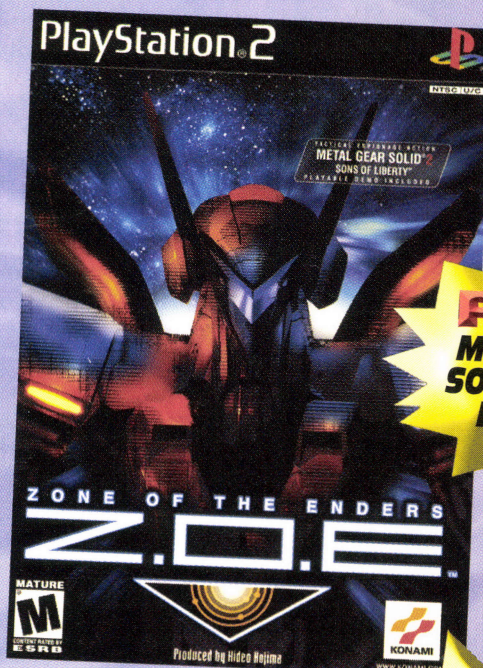
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Analog Stick Up, Down on the D-Pad, and X button.

Humongous Heads: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and X button.

Polska: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and X button.

Heavy Breathing: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and A button.

Stumpy: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and Y button.

Brains: Simultaneously press Up on the Analog Stick, Down on the D-Pad, and Y button.

Side Scroller: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and Y button.

Clodhopper: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and B button.

Rude: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and B button. If you have the "Team God Mode" on, your team yel at you to watch your fire.

Victory Conditions: Simultaneously press Up on the Analog Stick, Down on the D-Pad, and B button. This will prevent the mission from being aborted if an alarm is triggered or a hostage is shot.

Infinite Ammo: If you shoot all the bullets in your clip except one and put in a new clip, you will not lose the clip! Keep repeating this to have an infinite amount of ammo!

Rayman 2: The Great Escape

Hidden Mini Game: On the title screen, press START, then immediately hold L-Trigger+R-Trigger and press B, B, B, B while the screen is scrolling down. Now, on the menu, you will have access to a new option called "Globex Disc Access." Choose this option and you'll be taken to a mini game that you can play with multiple players.

Ready 2 Rumble Boxing

Alternate Backgrounds: Set the system date to October 31 to place skeletons in the crowd. Set the system date to December 25 to place Christmas trees in the prize fight arena.

Alternate Costumes: At the character select screen, press X+Y simultaneously.

Alternate Cornerman: At the character select screen, hold the X button and press Up, Right, Down or Left.

Bronze Class Boxers: Select Championship Mode from the main menu. Then, choose New Game and enter RUMBLE POWER as a gym name to unlock all class bronze boxers in championship mode. *Note: This also unlocks Kemo Claw in Arcade Mode.*

Silver Class Boxers: Enter RUMBLE BUMBLE as a gym name. *Note: This also unlocks Bruce Blade in Arcade Mode.*

Gold Class Boxers: Enter MOSMA! as a gym name. *Note: This also unlocks Nat Daddy in Arcade Mode.*

Champ Class Boxers: Enter POD 5! as a gym name. *Note: This also unlocks Damien Black in Arcade Mode.*

High Voice Cornerman: On the character select screen, hold X and press L-Trigger+R-Trigger simultaneously.

Taunts: During a match, hold X+A or Y+B to taunt your opponent. *Note: Only X+A works*

for Damien Black.

Fight in the Arena with a Balcony: On the main menu, enter Arcade Mode. Now pick the two-player option. Have both players hold the L-Trigger on each controller while choosing a boxer with A.

Fight in the Championship Arena: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold the R-Trigger on each controller while selecting a boxer with A.

Fight in the Gym: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold L-Trigger+R-Trigger on each controller while choosing a boxer with A.

Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer and pick the "Train Boxer" option. Now highlight the "Rumble Aerobics Training," press Left and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs \$25,000) for \$500! This will boost your strength and experience very quickly. You can also purchase the Sway.

Resident Evil 2

Unlimited Ammunition: In the middle of the game, press the B button to bring up the inventory screen. Now press Up, Up, Down, Down, Left, Right, Left, Right, R-Trigger. The number of bullets under each gun you possess will turn into an infinity symbol. After you pick up a new gun, it will also have unlimited ammunition!

Secret Film D: Go to the S.T.A.R.S. office, which is located upstairs in the police station. Search the desk where it says, "It's trashed. Someone must have searched it." Do this a total of 50 times. On the 50th time, Film D will appear. Take the film and go back downstairs and through the door at the end of the small hallway, on the left of the stairs. Go into the red room and develop the film. You will now see a picture of Rebecca from the first Resident Evil in a basketball uniform.

Re-Volt

From the main menu, choose "Start Race." Then select a Single Race. Now enter your name as one of the codes as shown below for various results.

Access All Cars: CARTOON

Access All Tracks: TRACTION

All Weapons Available: OYOY (While playing a game, just press L-Trigger+R-Trigger repeatedly to cycle through the choices.)

Access to the Probe U.F.O.: YUEFO

Change Cars in a Race: CHANCER (Just press Up or Down at the pause menu to change your car.)

Tiny Racers: MAGGOT

Hifi Mode: FLYBOY

Change Progress Table: GOATY (Edit your wins, losses, etc.)

Samba de Amigo

On the main menu screen, choose either Arcade or Original. On the mode select screen, use the left Maraca or the D-pad on your controller to access the following new modes.

Random: Hold Down until "Random" appears in the middle of the screen.

Super Hard: Hold Up until "Super Hard" appears in the middle of the screen.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Trigger+R-Trigger+X+Y buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The codes shown are very difficult to enter. The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear)

Random Weapons: Highlight Random Weapons. Press and hold L-Trigger+A. While holding these, press X, Y. Release all buttons. Press and hold R-Trigger+A. While holding these, press X, Y.

Invisible Track: Highlight Invisible Track. Press R-Trigger, L-Trigger, Y, X, A, X, Y. Then press and hold L-Trigger+R-Trigger. While holding these, press A.

Mass: Highlight Mass. Press and hold A. While holding this button, press X, X, Y. Release the A button. Press L-Trigger, R-Trigger.

Brakes: Highlight Brakes. Press Y, Y, Y, then press and hold L-Trigger+R-Trigger+A+X.

Demolition Battle: Highlight Demolition Battle. Press and hold the L-Trigger+A. While holding these, press Y, X. Release all buttons. Press and hold R-Trigger+A. While holding these, press Y, X. All weapons in battle mode will be the battering ram.

Super Tires: Highlight Super Tires. Press and hold the R-Trigger. While holding this, press X, X, X. Release the R-Trigger. Press and hold the L-Trigger. While holding it, press A, A, Y. **All Cars:** Highlight "All Cars." Press A, A, Y, Y, L-Trigger, L-Trigger. Hold R-Trigger+X. Release all buttons. Hold L-Trigger+A.

Seaman

Rapid Evolution: Once your Seaman eggs have hatched and four of them have been eaten by the Nautilus, they will evolve. Once this evolution process happens, you can do this trick. After you've saved your session, turn the Dreamcast off and pop open the lid on your system. Turn on the power again and when the screen comes up, access the Settings file. Change the Date/Time to one or two days ahead. Set it and then start up the Seaman game again. The game will think that this time has actually passed. Repeat this process to develop your Seaman more rapidly. Remember to clean the tank and heat it each time to make sure he's growing well.

Sega Rally 2

At the title screen, put in the following codes for the results as shown. If done correctly, you should hear a confirmation sound.

All Cars: Up, Down, Up, B, A, Left, B, B, Down.

All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down.

Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.

Silent Scope

On the mode select screen, enter these cheats as shown.

Professional Mode: Hold the R-Trigger and quickly press START, START, START, START.

Night Vision Mode: Hold the R-Trigger and quickly press START, START, START, START, START.

Professional Night Vision Mode: Hold the R-

Trigger and quickly press START, START, START, START, START, START.

No Crosshair: Right, Right, Right, X. You will hear an explosion when entered correctly.

Romantic Mode: Left, Left, Right, X, Y. You will hear "Wow!" when entered correctly.

Super Fast Speed: Down, Y, Up, X, Y, Down, Right, Down, Right, X, Y.

Mirror Mode: Left, Left, Right, X, Down, Down, Up, Y, Up, Right, Down, Up, Left, Down, X.

No Scope: Right, Down, Right, X, Right, Down, Right, X.

Hidden Mode (All enemies are invisible): Right, Down, Right, X, Up, X, X, Y, Down, Right, Down, Right, X, Y.

Night Mode: Up, Right, Down, Left, Up, X, Y. You will hear "Silent Scope" when entered correctly.

First-Person View: Up, Up, Up, Up, Down, Down, Down, Down.

No Enemy Targeting Mode: Right, Right, Right, Left, Left, Down, Up, Right.

Half of Life for 5 Seconds: Pause the game during play, then press Up, Up, Down, Down, Left, Right, Left, Right, A, B.

5 Seconds for Half of Life: Pause the game during play, then press B, A, Right, Left, Right, Left, Down, Down, Up, Up.

Slave Zero

To initiate these codes, you need to have two controllers (in Ports A and B). Start playing the game, then take the controller in Port B and hold L-Trigger+R-Trigger. With these held, press one of the following buttons to initiate the corresponding result.

Make New Ammo and Health Appear: X.

All Enemies Stop Firing: A.

God Mode with Unlimited Ammo: B.

Soul Calibur

Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select" and "Metal Model" become available.

3rd Costume: In the character select screen, place the cursor on the character, press the Y button and select. Only certain characters have a third costume. Refer to the "3rd Costume" table for a listing of these characters.

Weapon Select: In the character select screen, place the cursor on the character and press the L-Trigger to display weapons, then select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.

Metal Model: In the character select screen, place the cursor on the character and hold down the R-Trigger and select. The Metal Model can be used together with the third costume.

Speed Devils

Enter these codes while in the middle of a race. Don't pause the game!

All Tracks and Cars: B, Right, B, Right, Up, B, Up.

Unlimited Nitros: Down, Up, Down, Up, A, X, A.

Skip Current Class: Down, Right, Down, Right, A, X, A.

More Money: A, Right, A, Right, Up, B, A. *Note: This works in Championship Mode only.*

Star Wars: Demolition

On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L-Trigger+R-Trigger simultaneously. This will bring up the

"Passcode" option. Enter your passcode as one of these shown below to automatically be taken to a sequence of cinematics. Press A to get past the cinematics you don't want.

Unlock Winner FMVs: MOVIE SHOW

Unlock Loser FMVs: SAD MOVIES

New Characters: On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L-Trigger+R-Trigger simultaneously. This will bring up the Passcode option. Enter your passcode as WATTO_SHOP and then press A to accept it. Now go back to the main menu and choose a one or two player game. Choose your Arena and on the "Choose Contestant" screen, press Left to see three new characters; Lobot, Boushh and Darth Maul.

Star Wars Episode 1: Jedi Power Battles

Jedi Power Battle Mode: On the main menu screen, choose "New Game" and start a two-player game. In the middle of play, take controller 1 and press and hold R-Trigger+X+Y+B. With these held, press A. This will allow you to damage your partner. To turn this mode off, just do the trick again.

Street Fighter Alpha 3

Play as Shin Akuma: On the character select screen, highlight Akuma. Then hold START and press A. The regular Akuma will now be Shin Akuma.

Play as Super M. Bison: First, beat the game with a World Tour character on Level 8 without continuing. Once you do this you can hold START and press A to select Super M. Bison.

Street Fighter III: 3rd Strike

Load the game, then press and hold the following codes until the Capcom logo appears.

De-Interlaced Mode: Press and hold L-Trigger+START.

Low Resolution: Press and hold Y+START.

Regular Screen: Press and hold X+START.

Street Fighter III: Double Impact

Hidden Extra Options: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, highlight "Option" and hold the L-Trigger+R-Trigger buttons. Keep holding them throughout the rest of the trick. Next, choose "Option." On the Option Mode screen, highlight Game Option and press Left, Left, X, X, Right, Right. Move down to Button Config. and press Left, Left, Y, Y, Right, Right. Move down to Screen Adjust and press Left, Left, X, Y, Right, Right. Move down to Sound and press Left, Left, Y, X, Right, Right. You will see "Extra Option" underneath the "Sound" option.

Play as Gill: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, access "Option." Then, access "Game Option." Put "Difficulty" to one star, "Damage Level" to eight stars and "Rounds" to one. This will make it easier to beat the game. Once you play and finish the game, go to the player select screen, highlight Sean and press Up. You'll now have Gill.

Play as Akuma: From the title select screen, choose Street Fighter III: Second Impact. On the player select screen, highlight Sean and press Up. Akuma's Triangle will appear and

you will now be able to fight as this character.

Play as Yang: From the title select screen, choose Street Fighter III. On the player select screen, highlight Yun and press any Kick button to choose Yang instead.

Striker Pro 2000

Be the Ball: In the middle of the game, press START to pause. Now press Up, Up, Down, Down, Left, Left, Right, Right, L-Trigger, L-Trigger, L-Trigger, R-Trigger, L-Trigger, R-Trigger, L-Trigger. Press START to go back to the game and then hold the L-Trigger+R-Trigger simultaneously. Hold Right to move the ball up, and Left to move the ball down.

Sydney 2000

Enter this code very quickly (within about 3 seconds) to make it work. You will hear a sound if the code was entered correctly.

Full Stats: At the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Left. Now access the "Olympic" option. When you select an event, you will see that you have full Olympic stats.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Now press and hold the L-Trigger. While holding it, press the following buttons to unlock the cheats as shown. The screen will shake if entered correctly.

All Cheats: B, Right, Up, Down, B, Right, Up, X, Y.

Random Locations to Begin: X, B, A, Up, Down.

Big Heads: X, B, Up, Left, Left.

Infinite Special Meter: A, Y, B, Down, Up, Right.

Play as Private Carrera: Y, Up, Y, Up, B, Up, Left, Y. Exit the game and go to the character select screen. You will see Private Carrera instead of Officer Dick.

Tony Hawk's Pro Skater 2

Press START to pause in the middle of a game. Now, press and hold L-Trigger. While holding it, enter any one of the codes shown below. The screen will shake if the code was entered correctly.

Low Gravity: A, X, Left, Up, Down, Up, X, Y.

Slow Motion Tricks: B, Up, Y, X, A, Y, B.

Wire Frames: Down, B, Right, Up, X, Y.

No Texture Maps: Down, Down, Up, X, Y, Up, Right.

Flashing Ramps: Down, Up, X, B, Up, Left, Up, A. Once you do a successful trick off a ramp, it will start flashing.

Real Physics: B, Right, Up, Left, Y, B, Right, Up, Down.

Unlock Trixie: Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A. Trixie will be unlocked once your time runs out.

Floating Skater: From the main menu screen, press and hold the L-Trigger button. While holding it, press Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press A to jump and then hold A in the air to start rising up! Hold Y to hover above the ground. Use L-Trigger and R-Trigger to strafe left and right. Use the D-pad to move forward, back, left and right.

Once you touch the ground, you will have to press A and then hold A again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will

Tomb Raider Chronicles

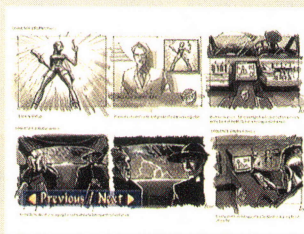
Special Features: During the game, press START to pause. Access the "Inventory" screen and then access the "Timex-TMX" option. Press A to get to the "Statistics" screen. Now, press and hold the Y button for about five seconds, and then let go. After letting go of the button, the "Secrets Found" statistic should read 36/36. Exit the game and go back to the main menu screen. Access the options and then enter the "Special Features" option. All of the storyboards and galleries will now be opened.

Second Story: On the main menu screen, have the "New Game" option highlighted, then press and hold L-

Trigger+R-Trigger+Down. Hold these buttons until the game loads. This will bring you to the Russian Base, which is the Second story in the game.

Third Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L-Trigger+R-Trigger+Left. Hold these buttons until the game loads. This will bring you to Black Isle, which is the third story in the game.

Fourth Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L-Trigger+R-Trigger+Right. Hold these buttons until the game loads. This will bring you to the Tower Block stage, which is the fourth story in the game.



tally your score.

Ultimate Cheat: A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. This will give you access to tons of cheats including Officer Dick, Spider-Man, tons of money, etc.

Big Head: X, B, Up, Left, Left, X, Right, Up, Left. Exit the stage and enter it again to see the results.

Full Special Meter: A, Y, B, B, Up, Left, Y, X.

Turbo Stater: Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B.

Toggle Blood: Right, Up, X, Y.

Toy Commander

For all the tricks shown below, you must first press START to pause in the middle of the game. After each code is entered, you will hear a sound confirming that it worked.

Every Map Available: Hold L-Trigger and enter A, Y, X, B, Y, X.

Heavy Weapon: Hold L-Trigger and enter X, A, Y, B, A, X.

99 Heavy Ammo: Hold L-Trigger and enter A, B, X, Y, B, A.

New Machine Gun: Hold L-Trigger and enter B, A, Y, X, A, B.

Toy Fixed: Hold the L-Trigger and press A, X, B, Y, A, Y.

TrickStyle

Choose "Cheats" from the options screen and then put in one of the following pass-words.

Win Everything: CITYBEACONS

Win All the Time: TEAROUND

Infinite Time: IWISH

Power-up Moves: TRAVOLTA

Big Heads: INFLATEDEGO

UFC: Ultimate Fighting Championship

999 Creation Points: On the main menu, choose "Career" and on the Edit Menu, choose "Make a New Fighter." After selecting a discipline, fighter type, voice and color, go to the "Setting" selection at the top of the screen. Enter "Best" for the first name and "Buy" for the last name.

Virtua Fighter 3tb

Be the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lion and press START, highlight Pai and press START, then press A after moving to the character you want the Alphabet Character to become.

Fight the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lau and press START, highlight Pai and press START, then press A after highlighting the character you want to play.

Play as Dural in Any Mode: On the character select screen, press Down, Up, Right, Left+START.

Play as Dural in Training Mode: At the character selection screen press START+Y+A at the same time.

Play as Gold Dural in Training Mode: At the character selection screen press START+X+A at the same time.

Wacky Races

After choosing a racer, run into the sign in the middle of the grassy hill. This will give you several options and a "Cheats" option at the bottom of the menu. Enter these cheats for the results as shown.

All Challenges and Tracks:

WACKYGIVEAWAY

All Cars: WACKYSPOILERS

All Abilities: BARGAINBASEMENT

Super Difficult: CRACKEDNAILS

World Series Baseball 2K1

Automatic Batting Aim: When your man is up to bat, move the Analog Stick slightly in any direction. While keeping a hold on the Analog Stick, wait until the pitch and the cursor will automatically follow the ball for perfect aim. (This trick will work in the default Rookie Mode setting.)

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GameShark Codes

Madden 2001

Infinite Downs	D006AA390003
	8006AA390001
1 Down Per Possession	D006AA390001
	8006AA390004
Away Team Infinite Time Outs	800738E70003
Home Team Infinite Time Outs	80071617 0003
All Stadiums Unlocked	50000802 0000
	81061850FFFF
Unlock All Teams	50001102 0000
	810C1628FFFF
Infinite Tokens	8115F9F0FFFF

Mega Man 64

Enable Code	F10A16802400
Rapid Fire	80204EB30002
Infinite Health	81204A1E0050
Infinite Zenny	811BC404E0FF
	811BC40605F5
Have Normal Items	81205650FFFF
	81205652FFFF
	81205654FFFF
	81205656FFFF
Have Special Items	8120564CFFFF
	8120564EFFFF
Infinite Ammo	81204EBA0080
	81204EC20010
	81204ECA0708
	81204ED20018
	81204EDA0010
	81204EE20708
	81204EEA0020
	81204EF20020
	81204EFA0020
	81204F020018
	81204FOA012C
	81204F120258

Pilot Wings

Infinite Fuel Rocket Belt	803628410081
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Pokémon Puzzle League

(M) Must Be On	F10A1AE20120
Infinite Tries(Puz. University)	801A59F00004
Max Score	811A151C000F
Max Score	811A151E423F
Play On Mew Two Stadium	801A6D9F0010

Ready 2 Rumble Boxing:
Round 2

Enable Extra Characters	80101E6F0003
	80101E730003
	80101E770003
	80101E7B0003
	80101E7F0003
	80101E830003
	80101E870003

Spider-Man

All Costumes Unlocked	810ECD7EFFFF
All Game Covers Unlocked	810ECD8EFFFF
Comic Collection Unlocked	810ECD88FFFF
	810ECD8AFFFF
All Characters In Viewer	810ECD80FFFF
	810ECD82FFFF
All Slides Unlocked	810ECD84FFFF
	810ECD86FFFF



Nintendo 64

All-Star Baseball 2001

A On the main menu screen, highlight and access the "Game Options." In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the cheat code screen, enter one of these passwords for the following modes.

Big Ball Mode: BCHBLKPTY
Ball Trail Mode: WLDWLDWT
Aluminum Bats: HOLLOWBATS
Small Players: TOMTHUMB
Blurred Graphics: MYEYES
Float to Dugout After an Out: FLYAWAY
Blackout Mode: WTOTL

Banjo-Kazooie

First, beat the game. Go inside Banjo's house and walk up to the picture of the mole. Stand in front of the fireplace (not touching it), and press Up-C. Then, up at the picture of Bottles the Mole. Bottles should congratulate you on finding his hidden puzzle game. Win the puzzle game and Bottles will give you a password. When you're done, exit the puzzle and look up at the picture again—now you get a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him.) Once you've gotten all seven codes, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You can't enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To deactivate any codes, go to the puzzle-letter room and type in NOBONUS.

Big Head Banjo: BOTTLESBONUS

Banjo Big Hands and Feet:

BOTTLESBONUSTWO

Big Kazooie: BOTTLESBONUSTHREE

Tall Skinny Banjo: BOTTLESBONUSFOUR

Tall Skinny Banjo with Big Hands and Feet:

BOTTLESBONUSFIVE

Big Everything (Including Kazooie):

BIGBOTT LESBONUS

Washing Machine Banjo:

WISHYWASHYBANJO

Secret Codes: First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code. (Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter CHEAT every time before putting in any of these codes.)

Infinite eggs:

BANJOBEGSFORPLENTYOFEGGS

Infinite lives:

LOTSOFGOESWITHMANYBANJOS

99 Mumbo tokens:

DONTBEADUMBOGOSEEMUMBO

Diddy Kong Racing

To enable these cheats you must go into the options screen and enter into the "Magic Codes" option. You can then turn them on and off at will until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Horn: BLABBERMOUTH

Two-Player Adventure: JOINTVENTURE

All Balloons Are Yellow: BODYARMOR

Disable Weapons: BYEBYEBALLOONS

No Limit to Bananas: VITAMINB

Zap the Zippers: ZAPTHEZIPPERS

Ultimate AI: TIMETOLOSE

Maximum Power-Up: FREEFORALL

Start with 10 Bananas: FREEFRUIT

Big Characters: ARNOLD

Small Characters: TEENYWEENIES

Select Same Player: DOUBLEVISION

Four-Wheel Drive: OFFROAD

Donkey Kong 64

Play Jetpac Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the "Mystery" menu to find this option!

Play Arcade Donkey Kong Anytime: In order to do this trick, you must first complete DK's Barrel Blast inside Frantic Factory. Once you do, a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. You must win the game by beating all of the stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the main menu, go to the "Mystery" menu and you will see an option to play the Arcade Donkey Kong game at any time!

Excitebike 64

On the main menu screen, press and hold the following buttons in this order: Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding these buttons, press A and the "Enter a Cheat Code" menu will appear. On this screen, you may enter any of these passwords as shown.

Big Head Mode: BLAHBLAH

Invisible Rider: INVISIDER

Stunt Bonus: SHOWOFF

Unlock Every Stunt: TRICKSTER

Mirror Tracks: YADAYADA

Tiny Head: PINHEAD

Beat This! PATWELLS

Night Mode: MIDNIGHT.

GoldenEye 007

Awesome Button Codes: Enter these codes on the Cheat menu screen with the L-Shoulder and R-Shoulder buttons, C buttons and D-pad. You will hear a beep to confirm correct code entry. You will have to exit the Cheat menu and enter it again to make each code appear. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code.

Invincibility: Press R-ShoulderLeft, L-Shoulder+Down, Left, Up, Down, R-Shoulder+C-Left, L-Shoulder+C-Left, hold

L+R-Shoulders and press Left, hold L+R-Shoulders and press Right, L-Shoulder+C-Left.

DK Mode: Hold L+R-Shoulders and press Up, C-Right, R-Shoulder+Left, R-Shoulder+Up, Up, R-Shoulder+Right, Up, hold L+R-Shoulders and press C-Down, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press C-Left.

Turbo Mode: Press L-Shoulder+Down, L-Shoulder+C-Down, hold L+R-Shoulders and press Up, R-Shoulder+C-Down, Left, R-Shoulder+Down, L-Shoulder+C-Down, Up, R-Shoulder+Down, L-Shoulder+Right.

Paintball Cheat: Press L-Shoulder+Up, C-Up, R-Shoulder+Right, hold L+R-Shoulders and press C-Left, L-Shoulder+Up, R-Shoulder+C-Down, L-Shoulder+C-Down, hold L+R-Shoulders and press C-Down, hold L+R-Shoulders and press Up, L-Shoulder+C-Down.

No Radar: Press R-Shoulder+Up, C-Down, C-Left, C-Up, L-Shoulder+Down, R-Shoulder+Up, C-Left, Right, R-Shoulder+Left, R-Shoulder+Right.

Tiny Bond: Hold L+R-Shoulders and press Down, R-Shoulder+Down, L-Shoulder+C-Down, Left, R-Shoulder+C-Left, hold L+R-Shoulders and press C-Down, Right, Down, R-Shoulder+C-Down, R-Shoulder+Right.

2X Throwing Knives: Press R-Shoulder+C-Left, L-Shoulder+Left, Up, hold L+R-Shoulders and press Right, Right, hold L+R-Shoulders and press C-Left, hold L+R-Shoulders and press C-Left, R-Shoulder+Down, R-Shoulder+Left, R-Shoulder+C-Left.

Fast Animation: Press L-Shoulder+C-Down, L-Shoulder+C-Left, C-Down, C-Right, C-Left, hold L+R-Shoulders and press Right, C-Right, hold L+R-Shoulders and press Up, R-Shoulder+C-Left, L-Shoulder+Left.

Enemy Rockets: Hold L+R-Shoulders and press C-Down, C-Left, R-Shoulder+C-Down, C-Down, C-Down, hold L+R-Shoulders+C-Down, hold L+R-Shoulders+Up, C-Down, R-Shoulder+Up, L-Shoulder+Up.

Slow Animation: Hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press Left, C-Right, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press Down, L-Shoulder+Down, C-Left, C-Up.

Invisible Bond: Hold L+R-Shoulders and press C-Left, hold L+R-Shoulders and press C-Down, L-Shoulder+C-Left, R-Shoulder+C-Left, R-Shoulder+Right, hold L+R-Shoulders and press Left, L-Shoulder+Right, Left, hold L+R-Shoulders and press C-Left, L-Shoulder+Down.

Silver PP7: Press L-Shoulder+Left, hold L+R-Shoulders and press Up, L-Shoulder+Right, hold L+R-Shoulders and press Up, hold L+R-Shoulders and press C-Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Down, C-Down, hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Left.

2X Hunting Knives: Press R-Shoulder+C-Down, L-Shoulder+Right, R-Shoulder+C-Left, R-Shoulder+Right, hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Up, L-Shoulder+Down, R-Shoulder+Left, L-Shoulder+Right, L-Shoulder+C-Left.

Infinite Ammo: Press L-Shoulder+C-Left, hold



L+R-Shoulders and press Right, C-Right, C-Left, R-Shoulder+Left, L-Shoulder+C-Down, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press C-Down, L-Shoulder+Up, C-Right.

2X RCP-gos: Press Up, Right, L-Shoulder+Left, R-Shoulder+Down, L-Shoulder+Up, L-Shoulder+C-Left, L-Shoulder+Left, C-Right, C-Up, hold L+R-Shoulders and press Down.

Gold PP7: Hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Down, L-Shoulder+Up, hold L+R-Shoulders and press Down, C-Up, R-Shoulder+Up, hold L+R-Shoulders and press Right, L-Shoulder+Left, Down, L-Shoulder+C-Down.

All Guns: Down, Left, C-Up, Right, L-Shoulder+Down, L-Shoulder+Left, L-Shoulder+Up, C-Left, Left, C-Down.

2X Lasers: Press L-Shoulder+Right, hold L+R-Shoulders and press C-Left, L-Shoulder+Down, R-Shoulder+Left, R-Shoulder+Down, L-Shoulder+Right, C-Up, Right, R-Shoulder+Right, hold L+R-Shoulders and press Up.

2X Grenade Launcher: Press R-Shoulder+Down, R-Shoulder+Up, Right, hold L+R-Shoulders and press C-Down, L-Shoulder+Right, R-Shoulder+Left, Left, Down, Up, R-Shoulder+C-Down.

2X Rocket Launcher: Press R-Shoulder+Right, L-Shoulder+Up, Down, Down, R-Shoulder+C-Down, L-Shoulder+Left, L-Shoulder+C-Left, R-Shoulder+Up, R-Shoulder+Down, R-Shoulder+C-Left.

Hexen 64

Cheat Menu: Go into the game and press START to pause. At the "Pause" screen menu, enter the main cheat code with the C buttons on your controller: Up-C, Down-C, Left-C, Right-C. You will hear a sound and a new "Cheat" option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat menu.

God Mode (invincibility): Left-C, Right-C, Down-C.

Clipping (go through walls): Up-C 20 times, Down-C.

Visit (level select): Left-C, Left-C, Right-C, Right-C, Down-C, Up-C.

Butcher (instant enemy death): Down-C, Up-C, Left-C, Left-C.

Health (100 percent health boost): Left-C, Up-C, Down-C, Down-C.

Hot Wheels Turbo Racing

On the main menu screen, press the following button codes for the cheats as shown.

Mirrored Tracks: Z, R, Z, Z, R, Z, Z.

Towjam Car: C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.

Infinite Turbos: C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.

Seethru Tracks: C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.

Stealth Mode: C-Left, Z, Z, C-Up, C-Left, R, C-Down, C-Up.

Race at Night: C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.

Kirby 64: The Crystal Shards

Unlimited 1-Ups: Blue Stars replace Crystal Shards when you reenter a cleared level, and

Excitebike 64

On the main menu screen, press and hold the following buttons in this order: Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding all these buttons, press A and the "Enter a Cheat Code" menu will appear.



you can return to a level you've already conquered and pilfer its Blue Stars till you get all the 1-Ups you'll ever need. To do this quickly, go to a level where the Crystal was found near the beginning (Level 1-1, for example). Once you grab the Blue Star, pause the game and choose "Try Again." Next, exit the level, then go right back into it so you can collect another Blue Star. You can repeat this process as often as you like.

Mario Golf

Password Screen: At the main menu, highlight the the option labeled "Club House" and press Z-Trigger+R-Shoulder+A at the same time.

Toad Highlands Tournament: Put in KPXWNgN3 as the password.

Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.

Left-Handed Golfers: On the character select screen, hold the L-Shoulder and choose a character.

First Camp Hyrule Cup: Enter oEQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.

First Camp Hyrule Cup: Enter 5VW689O6 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

Mario Tennis

From the main menu, access the "Special Games" option. In the Special Games menu, choose the Ring Tournament. Now, on the "Code Entry" screen, put in the password for the Cup you want to play. After you play one of these tournaments, you will receive a new code to rank you on the marioennis.com website.

Mario Cup: A3W5KQ3C

Luigi Cup: M1C2YQM1W

Peach Cup: OF9XFQOFR

Donkey Kong Cup: MM55MQMMJ

Wario Cup: UOUFMPUOM

Walugi Cup: LA98JRLAR

Bowser Cup: N24K8QN2P

Marioennis.com Cup: 48HWOR482

Blockbuster Cup: ARM6JQARU

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump

On this screen, you may enter any of these passwords as shown.

Transparent Riders: XLURIDER

Crazy Color Tracks: ROTCOLS

Programmer Information:

IMGOINGNOW



four times, Pass five times and the press Right on the D-pad).

Infinite Turbo: 5, 1, 4, Up.

Fast Turbo Running: 0, 3, 2, Left.

Power-Up Offense: 3, 1, 2, Up.

Power-Up Defense: 4, 2, 1, Up.

Power-Up Teammates: 2, 3, 3, Up.

Power-Up Blockers: 3, 1, 2, Left.

Super Blitzing: 0, 4, 5, Up.

Super Field Goals: 1, 2, 3, Left.

No Interceptions: 3, 4, 4, Up.

No Random Fumbles: 4, 2, 3, Down.

No First Downs: 2, 1, 0, Up.

No Punting: 1, 5, 1, Up.

Allow Stepping out of Bounds: 2, 1, 1, Left.

Fast Passes: 2, 5, 0, Left.

Turn Off Stadium: 5, 0, 0, Left.

Lights Out: 5, 3, 4, Down.

Late Hits: 0, 1, 0, Up.

Show Field Goal Percentage: 0, 0, 1, Down.

Show Punt Hang Meter: 0, 0, 1, Right.

Use Team Plays: 1, 0, 0, Up.

Hide Receiver Name: 1, 0, 2, Right.

Invisible: 4, 3, 3, Up.

Big Football: 0, 5, 0, Right.

Big Head: 2, 0, 0, Right.

Huge Head: 0, 4, 0, Up.

No Head: 3, 2, 1, Left.

Headless Team: 1, 2, 3, Right.

Team Tiny Players: 3, 1, 0, Right.

Team Big Heads: 2, 0, 3, Right.

No Play Selection (2P must agree): 1, 1, 5, Left.

Show More Field (2P must agree): 0, 2, 1, Right.

No CPU Assistance (2P must agree): 0, 1, 2, Down.

Power-Up Speed (2P must agree): 4, 0, 4, Left.

Hyper Blitz (2P must agree): 5, 5, 5, Up.

Smart CPU Opponent (1P game only): 3, 1, 4, Down.

Tournament Mode (2P game only): 1, 1, 1, Down.

Always Quarterback (2P teammate required): 2, 2, 2, Left.

Always Receiver (2P teammate required): 2, 2, 2, Right.

Old Day Stadium: 5, 0, 1, Up.

Old Night Stadium: 5, 0, 2, Up.

Baseball Stadium: 5, 0, 2, Left.

Old Snow Stadium: 5, 0, 3, Up.

Grass Field: 3, 0, 0, Up.

Asphalt Field: 3, 0, 1, Up.

Dirt Field: 3, 0, 2, Up.

Astroturf Field: 3, 0, 3, Up.

Snow Field: 3, 0, 4, Up.

Fog On: 0, 3, 0, Down.

Clear Weather: 2, 1, 2, Left.

Child's Play

Paperboy

From the main menu screen, go to the options. On the options screen, go to "Secret Codes." Now enter any one of the codes shown below for various results.

Faster Movement: RUSH

Slower Movement: WAKING

Can't See Far: MAGOO

Obstacles Are Invisible: JUMBLE

Obstacles Scream When Hit: SCREAM

Newspapers Are Huge: SUNDAY
Unlimited Newspapers: NOBUNDLE

See Every Headline: HEADLINE

Paperboy Can't Get Hit: INVINC

Choose Your Level: MAXSUBS

Super Jump Springs: ALLJUMP

High Jump: MOON

Tiny Paperboy/Papergirl: LITTLE

Snowboard Kids

Hidden Stage and Cool Colors: On the title screen, press Z, B, C-Up, Down (D-Pad), Left (Analog Stick), Right (Analog Stick), Up (D-Pad), R, Z, A. You will hear an evil laugh if it is done correctly. Once you do this, you will open up the ability to use all the boards and levels in the game. Plus, you will be able to use all the hidden characters in Battle Mode!

Toy Story 2

Level Select: On the main menu/title screen, use the Analog Stick, not the Pad, and press it in the following directions: Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You will hear an animal noise if the trick was done correctly. When you begin your game, press Right on the Analog Stick to move to different stages. Now you can choose your starting level!

Tarzan

Level Select Cheat: From the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. You will see the word, "Cheats" as the last option on the menu. Access this option to get a level select menu. Press Right to see more levels, including the bonus stages.

Micro Machines 64 Turbo

Pause the game and press C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down to enable Debug Mode. To use it, press any of the button sequences below while you're playing.

Blow Up All Cars: Hold X+C-Up+C-Right+C-Left.

Turn into Level Object: Down, Down, Up, Up, Right, Right, Left, Left.

Big Bounces: C-Left, Right, Right, Down, Up, Down, Left, Down, Down.

Double Speed: C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down, C-Down.

Slow CPU Cars: C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.

Quit Race and Win: Press Z+C-Down. Note: This code doesn't work in time trials.



Planes, Tanks, & Automobiles

PilotWings 64

Birdman in New York: When flying around in PilotWings 64, you come across some secret spots. Well, here's a neat little trick that even beginners can do! Just choose the Rocket Belt as your flying device and go into the Class A Level. Pick your character and begin playing. Now fly to the ocean and go north along the shore until you reach the other city. As you get closer, you should notice a greenish-looking building. Fly in front of it, and you will also notice that there are two entrances. Go inside the side entrance and continue through until you reach the other end. If done correctly, you should see that there are different surroundings. There should also be a special star to your left that will turn you into "Birdman!" Fly around a little more and you should see that you have warped to the city of New York!

Battle Tanx: Global Assault

Enter these codes at the "Input Code" screen.

Level Select: 80DYS

Invincibility: HPPYHPPY

All Weapons: RCKTSRDGLR

Brandon Gang: NNNKNHCKS

Custom 1 Gang: TRDDYBRKRS (This gives you the M2 Hydra tank in the multiplayer game.)

Campaign Mode Bonus Level:

WRDRB (This gives you a hidden level after you complete Campaign Mode.)

Roadsters

Enter any of these passwords as the driver's name on the driver select screen to activate the trick. Make sure you keep the upper and lower case letters intact as well as the spaces to make the code work. If you want to enter another trick, press Z and rename the driver again. All codes will stay active until you enter CheatsOff as the driver's name.

Race Circuits Backwards: Anyway (This allows players to race the circuits backwards without winning the second and first division championships.)

All Cars, Divisions, and Circuits: Gimme ALL (This gives you access to all the cars from any division and circuits.)

Quick Cash: fastBUCKS (This will give you \$250,000 instead of \$40,000 after you begin the Roadsters Trophy.)

Quick Cash 2: EasyMoney (This will give you \$1,000,000 instead of \$40,000 after you begin the Roadsters Trophy.)

Division Wins: _Trophies (This gives you second and third division championship wins after you begin the Roadsters Trophy. Now you can race in any division! Note: There is a space before the T.)

Squeaky Voices: Smurfing

Huge Wheels: BigWheels

Star Wars Vehicles: Skywalker (The cars will look like "Star Wars" styled hover vehicles.)

Perfect Dark

Easier Escape: In Area 51: Escape, get to the end of the level with the UFO. When Jonathan and Elvis are talking, make your way up the ramp and across to the computers that control the hangar doors. When Jonathan talks about escaping on the hover-bike, access the computer to the inner door, then the outer door. The cinema will show the UFO escaping. This is much quicker than having Jonathan do it all.

Carrington Knives Glitch: In the Carrington Institute, go all the way downstairs to the hangar. Next to the worker is a hovering crate. Grab it and carry it upstairs to the firing range. Bring the crate inside the range itself and press START to bring up the weapons menu. Select the Combat Knife on the Bronze difficulty. Hold B to make it a throwing knife and then chuck as many knives as you can into the box before time runs out. Now carry the box out of the range and take it up the elevator to Daniel Carrington's office and leave it there. Now go back down to the firing range and access the Weapons Menu again. Use the Farsight XR-20 and aim above the range worker. You will see Carrington next to the box of knives. Aim for the box and blow it up. This will scatter the knives all over the floor. Now go upstairs to the device training room. Choose Cloaking Device training and head to Carrington's office through the passage. Once you get there, pick up the knives next to him, switch the weapon to your knives and start throwing them at Daniel!

Institute Exploration: Go to the firing range in the Carrington Institute. Make sure the outer door to the range is open. Now position yourself so that you are halfway between the door of the firing range and the entrance to it. If you are far enough in the range, you can press START to access your weapons. Pick the Slayer and choose the Fly-By-Wire Rocket. Shoot it out by the workers and guide the rocket down the hall and through the outer door so it goes into the Carrington Institute. Now you can go for a tour of the place via rocket!

Easy Objective: First turn on any cheats that give you an explosive weapon, such as the Rocket Launcher or Phoenix (on its second mode). Start Mr. Blonde's Revenge on Perfect Agent. Kill any of the guards that get in your way, and make your way up the stairs to the pair of elevators. Take one of your explosive weapons and shoot the elevator on the left. A body may appear inside the elevator. Now go to the elevator on the right and get in. As you progress upward, the screen will say, "Objective 2 Completed." This is an easy way to kill the dataDyne captain.

Cool Cinema: First turn on the Laptop Gun and Unlimited Ammo in the Cheats. In Carrington Institute - Defense, go to the hangar when you first begin and deploy the Laptop Gun onto the roof above the dropship. Once you complete all the missions, you will see the Laptop Gun constantly fire at the Skedar in the cinema!

Pokémon Puzzle League

V-Hard Difficulty: In the Puzzle Village, choose 1P Stadium and then pick your name or guest at the Name Select screen. On the Game Settings screen, press and hold the Z button and then press L-Shoulder, L-Shoulder, A, B. The V-Hard difficulty level will appear underneath the others.

S-Hard Difficulty: Hold the Z button and

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options," then press the L-Shoulder+R-Shoulder+C-Up+C-Right+Z buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock. To start a cheat, highlight its title, then enter the following codes. (Note: The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)

Car Collisions: Hold L-Shift and press Z. Release the buttons and then hold R-Shift and press Z. Release the buttons and hold L-Shift and press Z. Release the buttons and hold R-Shift and press Z.

Tire scaling: Press Z+C-Down+C-Left+R-Shift. Release the buttons and press Z+C-Right+C-Up+L-Shift. Release the button and then press Z, Z, Z.

Frame Scale: Press C-Left, C-Left, then hold L-Shift+R-Shift+C-Right.

Super Speed: Press Z. Hold L-Shift+R-Shift and press Z. Release the buttons. Press C-Down. Hold L-Shift+R-Shift and press C-Down. Release the buttons. Press C-Up, C-Up, C-Up.

Brakes: Press C-Down, C-Down. Hold L-Shift+R-Shift and press C-Up.

Release the buttons. Press C-Up, C-Up. Hold L-Shift+R-Shift and press C-Down.

Track Orientation: Hold L-Shift+R-Shift and press C-Right, C-Left, C-Up, C-Down, Z.

Invisible Car: Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.

Car Mines: Hold L-Shift+R-Shift and press Z. Release the buttons. Hold C-Left+C-Down and press Z. Release the buttons. Hold C-Left+C-Up and press Z. Release the buttons. Hold C-Up+C-Right and press Z.

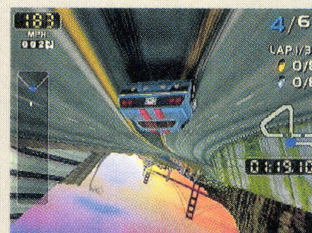
Cone Mines: Press Z+C-Down. Release the buttons. Press L-Shift+C-Left. Release the buttons. Press R-Shift+C-Up. Release the buttons. Press Z+C-Right.

Auto Abort: Press C-Left, C-Up, C-Right, C-Down, Z, L, R, Z, Z.

Resurrect in Place: Press Z+C-Down, Z+C-Right, Z+C-Up, Z+C-Left, Z+R-Shift, Z+L-Shift.

Suicide Mode: Hold R-Shift and press C-Right, C-Up, C-Left, C-Down. Release R-Shift. Hold L-Shift and press C-Down, C-Left, C-Up, C-Right.

Fog Color: Hold C-Up+C-Right and press L-Shift. Release the buttons. Hold C-Down+C-Left and press R-Shift. Release the buttons. Press C-Right, C-Left, C-Right, C-Left.



press R-Shoulder, L-Shoulder, A, B. Now you have two entirely new levels of challenge in the game!

Trainer Taunts: In a 2P game, the first one to select his/her character can press the A button repeatedly to keep taunting your opponent until they pick their character.

Unlock Trainers: On the "Select Trainer" screen, press and hold L-Shoulder+R-Shoulder+Z simultaneously on controllers one and two. The question marks will then go away and the characters will be revealed. **Hidden Mewtwo Stage:** Start a 2P game. On the "Select Trainer" screen, press and hold Z. While holding this button, press B, Up, L-Shoulder, B, A, START, A, Up, L-Shoulder (To help you remember the code, it spells BUL-BASAUR). Mewtwo's stage will automatically appear. Player 1 will be Ash and Player 2 will be Mewtwo.

Level 99 Speed Marathon: On the title screen, press and hold Z. While holding this button, press B, A, L-Shoulder, L-Shoulder. You will hear a sound. Choose Marathon in Puzzle Village and on the Game Settings screen, you will see that you can set the speed level to 99!

Pokémon Stadium

You must have the Yellow version of the Pokémon game for this to work.

Pikachu Talks: Upload Pikachu from the game to Pokémon Stadium. Don't register

Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.

Ready 2 Rumble Boxing

Select Championship Mode from the main menu. Then, choose "New Game" and enter your gym name as one of the passwords shown below.

Bronze Class Boxers: BRONZE (This also opens up Kemo Claw in Arcade.)

Silver Class Boxers: SILVER (This also opens up Bruce Blade in Arcade.)

Gold Class Boxers: GOLD (This also opens up Nat Daddy in Arcade.)

Champ Class Boxers: CHAMP (This also opens up Damien Black in Arcade.)

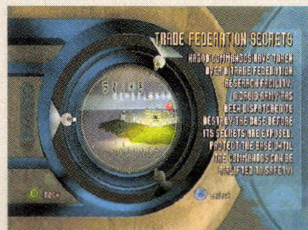
New Costumes: In Arcade Mode, go to the boxer selection screen and press C-Left+C-Up at the same time.

Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer and pick the "Train Boxer" option. Now highlight "Rumble Aerobics Training," press Left, then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs \$25,000) for \$500! This will boost your strength and experience very quickly. You can also purchase the Sway Bag for \$500 instead of \$1,000 by pressing Right instead of Left.



Star Wars Episode One: Battle for Naboo

Open All Levels: From the main menu screen, enter the options. Access the "Passcodes" option and put in



LEC&FIVE as your password. This will open up all the levels and the bonus Trade Federation Secrets level as well.



Resident Evil 2

On the title/main menu screen, highlight and choose the "Load Game" option. On the saved games screen, enter the following button sequences for the results as shown.

Invincibility: On the saved games screen, enter Down, Down, Down, Down, Left, Left, Left, Left, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder, Up-C, Down-C. Once you enter the code correctly, you will be taken back to the previous screen.

Unlimited Ammo: On the saved games screen, enter Up, Up, Up, Up, Right, Right, Right, Right, L-Shoulder, R-Shoulder, L-Shoulder, R-Shoulder, Right-C, Left-C. Once you enter the code correctly, you will be taken back to the previous screen. Your ammunition will go down to zero, but you can keep firing and it will never run out!

Hidden Players: On the main menu, choose Load Game. On the "Load Game" screen, enter one of these codes to play as the hidden survivors.

Play as Hunk: Up, Down, Left, Right, Left, Left, Right, Right, L-Trigger, R-Trigger, C-Up, C-Right, C-Down, C-Left.

Play as Tofu: Up, Down, Left, Right, Left, Left, Right, Right, L-Trigger, R-Trigger, C-Up, C-Left, C-Down, C-Right.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Shoulder+R-Shoulder+C-Up+C-Right+Z buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)

All Parts: Highlight All Parts. Press and hold L-Shoulder+R-Shoulder. While holding these, press Z. Release all buttons. Press C-Down, C-Up, C-Left, C-Right. Press and hold L-Shoulder+R-Shoulder. While holding these, press Z.

Invincible: Highlight Invincible. Press C-Right, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder. Press and hold C-Left+C-Down. While holding these, press Z.

Super Tires: Highlight Super Tires. Press Z, Z, L-Shift, R-Shift, C-Up, C-Up, C-Left, C-Right, C-Down.

All Cars: Highlight All Cars. Press C-Left, C-Left, C-Left, C-Up, C-Up, C-Up, C-Right, C-Right, C-Right, C-Down, C-Down, C-Down. Press and hold L-Shift+R-Shift+C-Left+C-Up+C-Right+C-Down, then press Z.

Invisible Track: Highlight Invisible Track.

Press C-Right, C-Right. Press and hold L-Shift+R-Shift and press C-Left. Press C-Left, C-Left. Press and hold L-Shift+R-Shift and press C-Right.

Battle Paint Shop: Highlight Battle Paint Shop. Press Z, Z, Z, C-Down, C-Down, C-Down, C-Left, C-Left, C-Left, C-Right, C-Up, C-Left, C-Down.

Invisible Car: Highlight Invisible Car. Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps) on the cheat screen as shown.

Level Select: LVLSKIPPER

Invulnerable: TURTLE

Full Health: HELP ME

Webbing: STICKYSTUF

Comic Collection: CLTTHMALL

All Slide Shows: SMESTORY

Game Comic Covers: COV VEIW

All Sound Menu: LISTEN

Symbiote Spidey Costume: SYMBSPID

Quick Change Costume: GTATNKFT

Captain Universe Costume: POWCOSMIC

Spidey 2099 Costume: SPTWOKNN

Ben Reilly Costume: DA CLONE

Peter Parker Costume: MISTERM

Spidey Unlimited Costume: LIMITED ED

Scarlet Spider Costume: SPID INRED

Everything: TRUEBLEVR

Star Wars Episode One: Battle for Naboo

From the main menu screen, enter the options. Access the "Passcodes" option and put in any of these codes.

Advanced Shields: DROIDEKA

Showroom Art Gallery: KOOLSTUF

Development Team Picture: LOVEHUTT

Pink Ship: RUAGIRL?

All Upgrades: OVERLOAD

More Difficult Game: NASTYMDE

Showroom Concert Hall: WAKEUP

Credits: MEMEME!

Bouncy World: DRJEKYL

Infinite Lives (this cannot be used to obtain medals): PATHETIC

Audio Commentary During the Game: TALKTOME

One Hit Kills (enemies and you): EWERDEAD

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L-Shoulder. While holding L, enter one of the

following button combinations. The screen will shake if entered correctly.

Random Locations: Left-C, Right-C, Down-C, Up, Down.

Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.

Slow Motion: Down, Down, Up-C, Right-C, Left.

Turbo Skater: Right, Up, Down, Down, Up, Down.

Stats Raised to 10: Down, Right, Up, Right, Up, Left, Left-C.

All Tapes: Right-C, Left, Up, Up-C, Up-C, Right, Down, Up.

Faster Specials: Up-C, Left, Down-C, Down-C, Up, Down, Right.

Turok 3: Shadow of Oblivion

From the main menu screen, access the "Secrets" option. Choose "Enter New Secret" and put in the passwords as shown below.

We hope you know your animals!

Play Chapter 1: Frog, Elk head, Horse,

Dragonfly, Wolf head, Rabbit.

Play Chapter 2: Owl, Owl, Horse, Elk head, Elk head, Elk head.

Play Chapter 3: Owl, Rabbit, Bear, Beetle, Frog, Cougar.

Play Chapter 4: Bear, Horse, Raven, Eagle head, Horse, Coyote.

Play Chapter 5: Bear, Dragonfly, Horse, Bear, Frog, Elk head.

Invincibility: Raven, Fish, Eagle head, Bear, Lizard, Rabbit.

All Weapons: Owl, Bear, Owl, Beetle, Hawk, Owl.

Unlimited Ammo: Fish, Elk head, Bull head, Snake, Eagle, Fish.

All Keys: Lizard, Dragonfly, Bull head, Bear, Wolf head, Eagle head.

Headless: Lizard, Elk head, Eagle head, Owl, Fish, Horse.

Big Heads: Cougar, Wolf head, Snake, Rabbit, Lizard, Coyote.

Big Hands and Feet: Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote.

Skinny: Horse, Eagle head, Snake, Cougar, Beetle, Fish.

Shorty: Frog, Frog, Fish, Beetle, Wolf head, Cougar.

Deathmatch Mannequins: Snake, Bull head, Snake, Frog, Bear, Elk head.

Pen and Ink: Cougar, Horse, Elk head, Fish, Cougar, Hawk.

Gasping: Dragonfly, Bull head, Rabbit, Fish, Eagle head, Raven.

Gouraud: Lizard, Fish, Beetle, Fish, Wolf head, Dragonfly.

Menu Madness: Rabbit, Owl, Horse, Beetle, Bear, Bear.

Clean Screen: Rabbit, Owl, Lizard, Elk head, Fish, Rabbit.

Credits: Elk head, Elk head, Elk head, Elk head, Elk head, Elk head.

WWF: No Mercy

From the "Superstar Select" screen, you can find new wrestlers.

Jacqueline: Press C-Left or C-Right while highlighting Ivory.

Funaki: Press C-Left or C-Right while highlighting Taka Michinoku.

Goodfather: Press C-Left or C-Right while highlighting Goodfather.

Debra: Press C-Left or C-Right while highlighting Terri.

Wheels Are for Sissies

WipeOut 64

All Ships: At the main menu hold Z+L-Shoulder+R-Shoulder. Quickly press Down-C, Down-C, Down-C, Down-C, Right-C, Up-C, Left-C. After you enter the code, you'll see a green flash on the screen.

Infinite Weapons: Hold Z+L-Shoulder+R-Shoulder while playing and press Down-C, Down-C, Left-C, Left-C, Right-C, Right-C, Up-C.

F-Zero X

All Vehicles, Tracks and Difficulties: On the title screen, press START to get the mode select screen and enter L-Shoulder, Z, R-Shoulder, Up-C, Down-C, Left-C, Right-C, START. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open! On the select course screen, a new set of random tracks called the X Cup will also be opened. Also on the select machine screen, you will now have access to every vehicle in the game!

Shrink Vehicles: On the vehicle selection screen, press and hold L+R-Shoulder+Up-C+Down-C+Left-C+Right-C. The cars will shrink!

Color Change: On the vehicle customization screen, press the R-Shoulder to change the color of your car. Keep pressing the R-Shoulder until you get the color you want.

Star Wars: Ep.1 Racer

Debug Trick: Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L-Shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L-Shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the Initials screen. Now, while holding Z and using L-Shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode and Edit Vehicle Stats!

Aero Gauge

All Tracks and Vehicles: To do this trick, you must have two Controllers plugged into your system. Press START on Controller One until you get the screen with "Push Start" on the bottom. On Controller Two, press Up+Down+C+R-Shoulder+L-Shoulder+Z simultaneously and then release them. Now press START on Controller One to enter the Grand Prix Mode. All the cars and tracks will be available in all modes!

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PlayStation

Alien Resurrection

Cheat Menu: On the main menu screen, press Circle, Left, Right, Circle, Up, R2. You will hear a sound. Now go down and access the options. In the options menu, there will be a new setting called Cheat Menu. Go into this menu to access a level select, Infinite Ammo, Infinite Health, No Chestburst and No Drown.

Army Men: Sarge's Heroes 2

Invincibility: In the middle of a game, press START to pause. Then press Square, Circle, L1, R1. You will hear a sound. Unpause the game and you will see the word, "Invincible!" at the top of the screen.

Every Weapon and Unlimited Ammo: In the middle of a game, press START to pause. Then press Square, Circle, R1, L1. You will hear a sound. Unpause the game and you will see the word, "Power Up" at the top of the screen. Press Circle continuously to scroll through your available weapons.

Asteroids

On the title screen when "Press Start" is flashing, press and hold the SELECT button and enter one of the following codes.

Unlock Classic Asteroids: Circle, Circle, Circle, Triangle, Square, Square, Circle.

Unlock the Fourth Ship: Triangle, Circle, Circle, Triangle, Square, Circle, Square.

Level Select: Square, Triangle, Circle, Triangle, Triangle, Square, Circle (Change levels and zones and turn the collision off by pressing SELECT+START and then choosing the option you want. Press L1 to activate that cheat).

Classic Cheats: The following codes will work once you pause in the middle of the classic Asteroids game.

Add One Life: Up, Down, Left, Right, Circle, Square, X, Triangle.

99 Lives: Up, X, Down, Triangle, Left, Square, Right, Circle.

Invincibility: Down, Down, Up, Up, Circle, Square, Triangle, Triangle.

Blade

Enter these tricks at the main menu. In the middle of the game, press START to pause and access the Cheat Menu to activate them.

Infinite Weapons: Down, Right, Up, Left, L2, L1, R2, R1.

Infinite Health: Left, Left, Left, Right, L2, L1, R2, R1.

All Items: Right, Left, Up, Down, L2, L2, R2, R2.

Bust-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!

All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Civilization II

Money Code: After you create your first city, access the "City" option. At the city screen, choose "Rename" and enter the name of your city as _Ca\$h. When you enter the upper case H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Cool Boarders 4

To access these cheats, go to the name entry screen and put in the following pass-

codes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT

Every Special Event Available: IMSPECIAL

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown below. You will hear a noise once you have entered them correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.

Super Turbo Pads: Triangle, Right, Right, Circle, Left.

Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

"Unlimited" Tricks: After entering one of these next tricks, you will have to reset the game to get a different unlimited object.

Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.

Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.

Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode. At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.

N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Cyber Badlands Course: HARESO

GameShark Codes

Bugs and Taz: Time Busters

Max Carrots 800100580064
Infinite Continues 800100A00063
Granville: Hit L1 For All Gears
DO0970BAFBFF
80010086000A

Aztec Era: All Goals Met

8001005C01F4
8001005E01F4
8001006000C8
80010062012C
300100BE0005
300100BF0005
300100C00005
300100C10005
300100E60002
300100E70002
300100E80001
300100D20001
300100D30001
300100D40001

Viking Era: All Goals Met

8001006401F4
80010066012C
8001006800C8
8001006A01F4
300100C20005
300100C30005
300100C40005
300100C50005
300100E90002
300100EA0002
300100EB0001
300100D50001
300100D60001
300100D70001

Arabian Era: All Goals Met

8001006C01F4
8001006E0190
80010070012C
80010072012C
300100C60005
300100C70005
300100C80005
300100C90005
300100EC0002
300100ED0002
300100EE0001
300100D80001
300100D90001
300100DA0001

Transylvania Era: All Goals Met

8001007401F4
8001007601F4
80010078012C
8001007A00C8
300100CA0005
300100CB0005
300100CC0005
300100CD0005
300100EF0002
300100F00002
300100F10001
300100DB0001
300100DC0001
300100DD0001

Ducati World

Hit L2 To Have All Licenses

D01A7D28FEFF
801B6FBC0001
D01A7D28FEFF
801B6FBC0001
D01A7D28FEFF
801B6FBC0001
D01A7D28FEFF
801B6FBC0001

Hit R1 For Max Cash

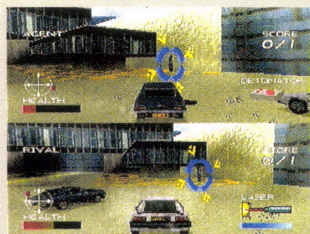
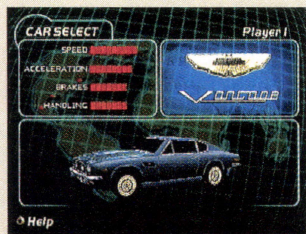
D01A7D28F7FF
801B6FCE00FF

Continued on Page 38

007 Racing

New Car in Two Player Mode: On the title screen, where "Press Start" is flashing, quickly press L1, R1, Triangle, Circle, X. You will hear an evil laugh when this is entered correctly. From the main menu, choose Two

Player mode and your type of game. On the car select screen, scroll left or right until you see the Aston Martin Vantage. You may now use this car in the two player mode!



GameShark Codes

Continued from Page 37

D01A7D28F7F
Quick Win
801B6FCE05F5
E0011F320005
30011F320003
E00A95240000
300A95240003
E00A95260000
300A95260003

Evil Dead: Hail to the King

Infinite Health 80076C140064
8007695C0064
Infinite Chainsaw Gas 800778700064
Always Have Access To Inventory Chest
801310A40001
801311CC0001
Save Anywhere 801312440001
8013124C0001

Ford Racing

Lik's Custom Turbo! D00960D2BFFF
8008093E0063
Max Cash 800170BC0E0F
800170BE05F5
Start On Last Lap 800813380002
8008133C0002
Always Place First 800820460002
D10815940000
800815940000

Galaga: Destination Earth

Infinite Lives 8008C0540063
Infinite Shields 8008C07E0008
Max Score 8008C000E0FF
8008C00205F5
Max Merits 8008C0900096
Always Have Smart Bomb
8008C0B00001
8008EBE980000

NCAA Final Four 2001

Away Team Scores 150 8006318C0090
Home Team Scores 150 800626740000
Away Team Scores 0 8006318C0090
Home Team Scores 0 800626740000

Razor Freestyle Scooter

Have 30 Wheels 8009794C001E
Have 20 Wheels 8009794C0014
Have 40 Wheels 8009794C0028
Max Combo 80097948FF00
Easy Extra Time 800979220008

Rock'em Sock'em Robots

Max Cash 800B4294E0FF
800B429605F5
99 Of All Parts Owned 500028020000
800B45B86464

Warriors of Might & Magic

Infinite Health 801AD3CC 0200
Infinite Magic 801B5138 0200
Crossbow Powered Up
801B5074 0004
Fire Storm Powered Up
801B505C 0004
Infinite Keys
D01B5194 0001
801B5194 270F
Infinite Orbs
D01B5198 0001
801B5198 270F
Infinite Gems
D01B519C 0001
801B519C 270F

Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Dave Mirra Freestyle BMX

Unlock Slim Jim: On the rider select screen, press Down, Down, Left, Right, Up, Up, Circle.
Unlock All Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Circle.
Unlock All Styles: On the style select screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.

Eagle One: Harrier Attack

To enter these cheats, go to the main menu screen and access the options menu. You will hear a sound to confirm the trick was entered correctly.

Invincibility: R1, L1, R2, L2, L1.
Level Select: R1, L1, R2, L2, START.
Infinite Ammunition: R1, L1, R2, L2, R1.

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.

No Police: LOSEFEDS
10,000,000 Points: BIGSCORE
Multiplier x5: HIGHFIVE
All Weapons: NAVARONE
Unlimited Energy: LIVELONG
Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)
Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Grind Session

All Tricks Enabled: Press START to pause the game, then press Down, Left, Up, Right Down, Left, Up, Right. "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.

Hot Shots Golf 2

Incredible Code: From the title screen, choose New Game. When asked to choose your name, enter 2GSH and then press the O.K. button on the screen. Now all of the hidden characters will be unlocked, all difficulties, special clubs and balls will be available, prizes and more!

Hot Wheels: Turbo Racing

Enter any of the following codes on the main menu screen. You will hear a sound to confirm correct entry.

Unlimited Turbos: R2, L1, Square, Triangle, R1, L2, L1, R2.
Towjam Car: Square, Triangle, L1, R1, L2, R2, Square, Triangle.
Huge Tires: Square, Triangle, Square, Triangle, R1, R1, L2, L2.
Tiny Cars: Square, R2, L2, Triangle, Triangle, L2, R2, Square.
Flat Graphics: L1, R1, L2, R2, L1, R1, L2, R2.
Strange Sounds: R2, R1, L2, R2, Square, Triangle, L1, R1.

International Track & Field 2000

Play as Konami Man: On the "Select Event" screen, choose the event you want to play and then enter the Konami code (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X). If entered correctly, you'll hear a sound.

Now when you begin the event, your character will be Konami Man! When you begin an event with a female athlete, the character will be Konami Woman.

Jackie Chan: Stuntmaster

Enter these tricks on the title screen where it says, "Press Start Button."

Level Select: L2, Square, Triangle, Circle, X, R2, R2. You'll hear a sound if the trick was entered correctly.
Behind the Scenes Movie: Left, Right, R1, Circle, Square, Triangle, Triangle. The "Press Start Button" text will be replaced with "Bonus Movie." Press X to see the movie.

Kurt Warner's Arena Football Unleashed

On the "Today's Contest" screen, enter any of these codes the number of times shown with the Turbo, Jump and Pass buttons (For example, if the code is 1, 2, 3, Right, you will press Turbo one time, Jump two times, Pass three times and the press Right).

Fast Passes: 2, 5, 0, Left.
Super Passing (2P must Agree): 4, 2, 3, Right.
Super Field Goals: 1, 2, 3, Left.
Show Field Goal %: 0, 0, 1, Down.
Allow Stepping out of Bounds: 2, 1, 1, Left.

Fast Turbo Running: 0, 3, 2, Left.
Invisible: 4, 3, 3, Up.

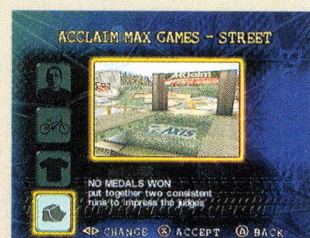
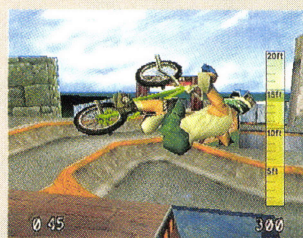
Looney Tunes Racing

Enter these codes from the main menu.
Duck Dodgers: L2, Square, Square, Triangle, Circle, SELECT.
Evil Scientist: Square, Circle, L2, R2, Triangle, SELECT.
Foghorn Leghorn: Right, Right, L2, Square, Square, SELECT.
Genie: Square, L1, R1, Triangle, Circle, SELECT.
Gossamer: Triangle, Circle, R2, R1, Square, SELECT.
Granny: Circle, Triangle, Triangle, L1, R1, SELECT.
Hector: Triangle, L2, L1, Triangle, Square, SELECT.
Pepe Le Pew: Left, Right, R1, Circle, Square, SELECT.
Rocky: Triangle, Left, R2, Circle, Circle, SELECT.
Sylvester: Left, Left, L1, Triangle, Circle, SELECT.
Yosemite Sam: Left, Right, R2, Square, Circle, SELECT.
Wackyland Bonus Level (single race): L1, Circle, Square, R2, Triangle, SELECT.
Planet Y Bonus Level (single race): Right, Left, Triangle, L2, L1, SELECT.

Dave Mirra Freestyle BMX

Every Level Open: From the main menu screen, choose the Proquest Mode. Go to the level select screen

and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle. Now, every level will be open!



Power-Up Blockers: 3, 1, 2, Left.
Avengers Stadium: 1, 1, 5, Left.
No First Downs: 2, 1, 0, Up.
No Interceptions: 3, 4, 4, Up.
Infinite Turbo: 5, 1, 4, Up.
Super Blitzing: 0, 4, 5, Up.
Power-Up Teammates: 2, 3, 3, Up.
Power-Up Defense: 4, 2, 1, Up.
No Random Fumbles: 4, 2, 3, Down.
Hide Receiver Name: 1, 0, 2, Right.
Big Football: 0, 5, 0, Right.
Big Head: 2, 0, 0, Right.
Huge Head: 0, 4, 0, Up.
No Head: 3, 2, 1, Left.
Headless Team: 1, 2, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
Team Big Players: 1, 4, 1, Right.
Team Big Heads: 2, 3, 3, Right.
Hyper Play (2P must agree): 5, 5, 5, Up.
Show More Field (2P must agree): 0, 2, 1, Right.
No CPU Assistance (2P must agree): 0, 1, 2, Down.
Power-Up Speed: (2P must agree): 4, 0, 4, Left.
Tournament Mode (2P game only): 1, 1, 1, Down.
Smart CPU Opponent (1P game only): 3, 1, 4, Down.
Power-Up Offense: 3, 1, 2, Up.

Planet X Speedway (2 Player VS. mode): R1, Square, Circle, L2, Triangle, SELECT.
Garden Speedway (2 Player VS. mode): R1, Right, Left, L1, Square, SELECT.
Forest Speedway (2 Player VS. mode): Triangle, R2, Left, Triangle, L1, SELECT.
Duck Dodgers' Speedway (2 Player VS. mode): Circle, Left, Square, Square, R2, SELECT.

Marvel vs. Capcom

Hidden "EX" Option: Press START at the title screen. When the main menu appears, highlight "Option," press and hold SELECT and then press START. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge and more!

Medal of Honor Underground

From the main menu screen, choose the options. Access the "Passwords" screen and put in these codes for the results shown. Once these passwords are in, choose "Secret Codes" from the options screen to activate them. The codes will work in the levels you've already completed.
Invincibility: PUISSANCE



Frogger 2 Swampy's Revenge

Enter any one of these tricks while paused during play. You will see a visual confirmation that the codes worked after entering them.

Level Select: While holding Square, press Up, Down, Left, Right, Right, Right, Down, Left.

Level Skip: While holding Square, press Right, Left, Up, Up, Right, Left, Left.

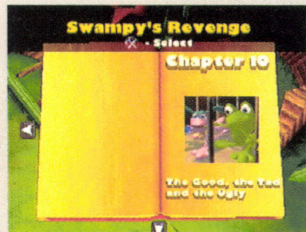
Unlimited Lives: While holding

Square, press Down, Down, Up, Down, Right, Down, Up, Up.

Every Character in Multiplayer: While holding Square, press Left, Right, Left, Left, Left, Up, Left, Left.

Temporary Invulnerability: While holding Square, Left, Left, Up, Left, Down, Right, Right, Right.

Mad Garibs On: While holding Square, press Right, Left, Right, Left, Up, Up, Left, Right.



Quadruple Firing Rate: BALLESVITE
Bouncing Bullets: RICOCHET
Podoski Mode (One hit kills for enemies and you): LATIREUSE
Wacky Taxi (1 minute to kill each enemy you come across): AUTODINGUO
Ultimate Cheat: First, put in ENTREZVOUS and press the Send key. Enter the "Password" screen again and put in PORTE-CLEFS as your code and press Send. Everything will now be opened on the "Secret Codes" screen.
Cartoon Sketch Pictures: MOHDESSINS
Dreamworks Pictures: DWIECRANS
Team Pictures: MOHUEQUIPE

MediEvil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll also open options that add health, money and weapons!

Micro Maniacs Racing

From the main menu, choose options. From the "Options" screen, choose Secret Options. On this screen, press and hold the SELECT button. While holding this button, enter the following tricks as shown.

All Tracks Unlocked: Triangle, Circle, Circle, Triangle, Down, Up, Up, Down.

Infinite Power-Ups: Circle, X, Triangle, Square, X, Left, X, Square, Square, Circle, Left, Circle, Up, Triangle.

Tough Guys: Square, X, R1, Circle, Up, Square, Down, Up, Down, X, Square.

Right, Left.

Shorty Leung Driver: While holding R2, press Square, Circle, X, Up, Down, Left, Right.

Jocko Michaels Driver: While holding L1, press Square, Triangle, Square, Circle, Square, X.

Treasure Island Course: While holding L2, press Square, Circle, Square, Up, Up, Down, Up, Left, Right, X.

Proving Grounds Course: While holding R1, press Left, Circle, Up, Down, Right, Right, Right.



Tanks Mode: Down, Up, Square, Triangle, Circle, Triangle, Right, Triangle. Press either L1, L2 or R2 to shoot the cannon.

Motion Blur: Triangle, Circle, Right, Triangle, Up, Right, Circle, Up, Square.

Slow CPUs: Up, Left, Triangle, Right, Triangle, Circle, Triangle, Square, Up, Triangle, Left.

Ultimate AI: Circle, Up, Triangle, Circle, Left, Triangle, Square, Square, X, Down.

Mike Tyson Boxing

From the main menu, choose the "World" option. Access the "New Career" option and pick any boxer. When asked to enter your name, enter one of these codes. After entering them, do not choose "End." Instead, press the Triangle button to exit the World Mode.

John L. Sullivan and Docks Stadium: OLD MAN

Jimmy Flex and Club Fud Stadium: CLUBFUD

Invisible Man: GONE

Large Heads: BONGY

Small Heads: BINGY

Large Hands and Feet: STUPID

Stretchy Neck: NECK

Pulsating Head When Punched: OUCH

Head Spins When Punched: HURTS

All Features Back to Normal: NORMAL

Moto Racer: World Tour

Ultimate Code: On the main menu screen, press Square, Triangle, Circle, Circle, Up, Up, Left. The screen will flash and you will hear a sound. Now you will have access to all the bikes, courses and game modes.

Slower CPU Bikers: On the main menu screen, press Down, Up, Up, Right, Triangle, Square, R2. The screen will flash and you will hear a sound.

MTV Sports: Skateboarding

Cheat Password: On the main menu screen, pick Single Player. On the next menu, enter Lifestyle. Delete the name on this screen, and put in PASWRD as your name. In Lifestyle mode, you will have access to new boards and outfits. Choose your character and begin the game. Now pause and quit. Go back to the main menu and pick Single Player. On the next menu, pick Freeplay. In addition to new boards and outfits, all the hidden skaters and parks will be unlocked!

Muppet RaceMania

On the title screen (with "Press Start" flashing), enter the following tricks. You will hear a horn if you entered the trick correctly.

All Courses, Characters and Vehicles (except the secret courses): Triangle, Circle, Triangle, Square, Triangle, X, Triangle, Triangle, X, Circle.

Credits/Overhead Courses: Circle, Triangle, Square, Triangle, X, Triangle, Square, Circle, Triangle, X. Access the options screen and then choose "The End." While the credits are scrolling, press START and you will be able to choose from six overhead courses!

Arches Course: Square, Circle, X, Circle, Square, Triangle, Circle, X, Circle, Triangle.

Fraggle Rock Course: X, Square, X, Square, X, Square, Triangle, Circle, X, Square.

Studio Course: Square, Square, Circle, Circle, X, Circle, Triangle, Circle, Triangle, Square.

NCAA GameBreaker 2001

On the main menu screen, choose the "Customize" option. On the "Customize" screen, choose the "Easter Eggs" option. Now enter these passcodes to unlock vari-

Vroom-Vroom

Andretti Racing

Hidden Cars: Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. At the next screen, choose from several performance cars with incredible records!

Extra Car Options: Just begin a race and press START to pause. Select the option, "Race Statistics," and then press and hold: L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Auto Destruct

During a mission, go to the cheat menu by pausing the game pressing Up, Down, Left, Right, Down, Right, L1, R1, R1. After you do that, enter one of the following codes.

Extra Nitros: L1, Circle, Down, L1, Up, Square, Circle, R1. Then, press the "Nitros" option to get one more Nitro each press.

Extra Money: L1, R1, Up, Circle, Down, Square, Right, R1, L1.

Add Minute to Time: Down, L1, L1, Circle, Circle, R1, Up, Square, L1. Then, press the "Add Minute" option to get an extra minute.

Invincibility: L1, L1, L1, L1, Left, Circle, Circle, Square, L1.

Infinite Fuel: L1, Circle, Left, L1, Circle, R1, L1, Up, R1, Down.

Car Tuneup Menu: L1, R1, L1, Up, Down, Circle, Down, Right, Left, Square, R1. Then, press the "Car Tuneup" option on to modify your car.

Debug Mode: In the middle of the game, press START to pause. Now press Up, Right, Left, Down, Circle, L1, R1, R1, L1, Circle, Down, Left, Right, Up. You'll hear a sound and the words "Debug Configuration" will appear underneath the "Quit Game" option. Access this option to receive All Weapons, toggles for Debug Text, Speech Text and Collisions!

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

V-Rally 2: Need for Speed

All Bonus Cars and Levels: On the title screen, highlight and enter "Game Options." Now move down and access Game Progression. On this screen, quickly press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X+SELECT. Once the code is entered correctly, you'll hear a buzzing noise. Now you can open up any level and car by pressing X on any rectangle.





Action Jackson

Tomorrow Never Dies

While playing, press START to pause. Enter the following codes for the results as shown.

Immunity from Bullets: SELECT, SELECT, Circle, Circle, Triangle, SELECT.

Pass Through Walls: SELECT, SELECT, Circle, Circle, Triangle, Triangle, Triangle, Triangle.

Every Weapon and 50 Health: SELECT, SELECT, Circle, Circle, L1, L1, R1, R1.

Mission Complete: SELECT, SELECT, Circle, Circle, SELECT, Circle.

Mission: Impossible

From the main menu, choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the "Bad Password" warning. The codes will still work.

Turbo Ethan: GOOUTTAMYYWAY

Stiff as a Board: SCAREDSTIFF

Longer Jumps: BIONICJUMPER

Slow Motion Mode: INTIMIDATED

See FMVs: SEECOOOLMOVIE

Developer's Message: TTOPFSE

CRET

Die Hard Trilogy 2

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning John McClane figure. In the middle of the third person game, press START to pause. Now enter one of these codes for various results. For maximum results, enter the Unlimited Ammo code after the Every Weapon code.

Every Weapon: Square, Square, Circle, Circle, L1, L1.

Unlimited Ammo and Grenade Weapons: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

Spinning Pistol Codes: From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes (For best results, enter the Unlimited Ammo code after the Every Weapon code).

Every Weapon: Square, Square, Circle, Circle, L1, L1.

Unlimited Ammo: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle.

Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.

Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1.

Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

ous new game options (Note: Smaller capital letters indicate the entry of the passcode using the smaller size letters).

Player Attributes Are Now 99: BEAT DOWN

Acquire All Blue Chips: MOTIVATE

Make High Attribute Walk-On Players:

FRANKENSTEIN

Take You to Credits Screen: HOLLYWOOD

NCAA Football 2001

At the main menu, select the "Game Settings" option. Next, highlight and enter the Secret Codes menu. Now press SELECT and enter one of these cheats to get the following results. "It's in the game" will be spoken when the codes are entered correctly.

Full Poll: POPULARITY (Press R1 twice on the Poll screen to view more team rankings.)

All Stadiums Unlocked: OPENSESAME

View CPU Plays: MINDREADER

Faster Players: SCRAMBLE

Faster Daytime Effects: DAYNIGHT

Maximum Attribute Points: BALLER

Maximum Recruiting Points: HEADCOACH

Receivers Always Catch: HANDSOFLUE

Change the Date: Y2K

Juggernaut Team: BULLDOZER

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).

Big Football: 0, 5, 0, Right.

Fast Passes: 2, 5, 0, Left.

Infinite Turbo: 5, 1, 4, Up.

Fast Turbo Running: 0, 3, 2, Left.

Unlimited Throwing Distance: 2, 2, 3, Right.

Power-up Offense: 3, 1, 2, Up.

Power-up Defense: 4, 2, 1, Up.

Power-up Teammates: 2, 3, 3, Up.

Super Blitzing: 0, 4, 5, Up.

Super Field Goals: 1, 2, 3, Left.

No Interceptions: 3, 4, 4, Up.

No Random Fumbles: 4, 2, 3, Down.

No First Downs: 2, 1, 0, Up.

No Punting: 1, 5, 1, Up.

Power-up Blockers: 3, 1, 2, Left.

Show Field Goal Percentage: 0, 0, 1, Down.

Show Punt Hang Meter: 0, 0, 1, Right.

Hide Receiver Name: 1, 0, 2, Right.

Invisible Receiver Highlight: 3, 3, 3, Left.

Invisible: 4, 3, 3, Up.

Huge Head: 0, 4, 0, Up.

NFL GameDay 2001

From the options screen, highlight and pick the "Easter Eggs" option. On this screen, enter any of the following codes (in caps) for the results as shown.

Brainy Computer: SMART CPU

Speedy Players: ROCKET MAN

Max Injuries: HAM INJURY

Balanced Abilities: ALL EVEN

Basketball Star Names: BASKETBALL

Big Football: BIG PIG

Huge Players: GIANTS

Tiny, Quick Players: POP WARNER

Fast Movement: BOOSTER

Bigger Hits: CRUNCH

Skilled Running Back: SUPER FOOT

Easier Catches: STICKEM

NGEN Racing

Enter these tricks on the main menu screen.

All Arcade Mode Tracks, Classes and Jets:

Spyro: Year of the Dragon

In the middle of the game, press START to pause. Then enter any one of these codes for the results shown.

Spyro's Huge Head: Up, R1, Up, R1, Up, R1, Circle, Circle, Circle, Circle.

Flat Spyro: Left, Right, Left, Right, L1, R1, L1, R1, Square, Circle.

More Hit Points: Circle, R1, Circle, L1, Circle, R2, Circle, L2, Circle.

Easier Game: Circle, Square, Right,

Left, Right, Square, Circle, X.

Harder Game: Circle, Square, Right, Left, Right, Square, Circle, Square.

Spyro Is Green: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right,

Down, Left, Up, Triangle.

Spyro Is Yellow: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right,

Down, Left, Up, Up.

Spyro Is Blue: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, X.

Spyro Is Pink: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Square.

Spyro Is Red: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right,

Down, Left, Up, Circle.

Spyro Is Black: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right,

Down, Left, Up, Down.

Spyro Is Original Purple Color: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Right.



R1, L1, R1, R2, L2, R2, L2, L1.

NGEN Mode Extra Jets: R1, R2, L1, L2, L1, L2, L1, R2, R1.

400,000,000 Credits: R2, L2, R2, L1, R2, R1, R2, L1.

NHL 2001

From the "Game Setup" menu, access "Advanced Options." On this menu, access "Rosters." On the next menu select "Player Management." On this screen, choose "Create Player." Next, enter the first and last names of the players as shown. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Hammer: Put in Hammer for the first name and any other name for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "The Hammer."

Dude: Put in Bruce for the first name and Willis for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "Dude."

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.

NHL Teams Available: BAILEY

Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)

Bonus Moves: IAMWEAK

Sound Effects Reward: NO CHANCE (Go back to the main menu and access Rewards. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Rampage Through Time

Press START on the title screen and then at the main menu, access the Password Option. Now enter any of these passwords for the results as shown.

Constant Power Meter Charge: JOSH'S
Boss Stages in Challenge Mode: Put in JoM3L as your password. Next, choose "Challenge" from the Start Game menu. Neo Techno, Jurassic and Scumlabs stage will now be opened.

All FMV Opened: Put in 12345 as your password. Now go to the options screen and access the "Cheats" option. From here you can choose to see any movie from the game.

Sammy Sosa Softball Slam

Press START to pause the game during play, then put in the following tricks.

Huge Softball: R1, R2, R1, R2, R1, R2.

Ball Cannon Mode: L1, L2, L1, L2, L1, L2.

Change the horizontal settings by holding L2 and pressing Left or Right. Change the vertical settings by holding L2 and pressing Up or Down. Change the speed by holding L2 and pressing Triangle or X.

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps.) on the "Enter Cheats" screen as shown.

Level Select: XCLSIOR

Invulnerable: RUSTCRST

Webbing: STRUDL

Game Comic Covers: ALLSXCC

Movie Viewer: WATCH EM

Character Viewer: CVIEW EM

Storyboard Viewer: CGOSSETT

What If Contest: GBHSRSPM

Ben Reilly Costume: BNREILLY

Symbiote Spidey Costume: BLKSPIDR



Spidey 2099 Costume: TWNTYNDN
 Captain Universe Costume: S COSMIC
 Spidey Unlimited Costume: PARALLEL
 Scarlet Spider Costume: LETTER S
 Amazing Bagman Costume: AMZBGMAN
 Peter Parker Costume: MJS STUD
 Quick Change Costume: ALMSTPKR
 Unlock J. James Jewett: RULUR
 Full Health: DCSTUR
 Big Heads: DULUX
 Debug Info: LLADNEK
 Everything: EEL NATS

No Naughty Words: Enter a "naughty" word for a cheat password and Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

Spyro 2: Ripto's Rage

In the middle of the game, press **START** to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.

Parappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.

All Abilities: Circle, Circle, Circle, Circle, Square.

View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Star Trek: Invasion

Unlock Everything: On the mission select screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1+R1, L2+R2. The screen will flash if the code was entered correctly. Now you will have access to all the levels. In the middle of any mission, press **START** to pause. On the pause screen, access the "Cheat Screen" option at the bottom of the menu. The Cheat screen will give you new options such as "One Hit Kills," "Player Can't Die" and "All Weapons!"

View Credits Screen: On any mission briefing screen, press these commands five times: Left, Right, Up, Down.

Star Wars: Demolition

On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as one of these shown below to automatically be taken to a sequence of cinematics. Press X to get past the cinematics you don't want to see.

Unlock Winner FMVs: MOVIE SHOW

Unlock Loser FMVs: SAD MOVIES

Hidden Characters: On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as WATTO_SHOP and then press X to accept it. Now go back to the main menu and choose a one or two player game. Choose your Arena and on the Choose Contestant screen, press Left to see three new characters; Lobot, Boushh and Darth Maul.

Star Wars: Episode 1 The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility and play any movie in the game.

Street Sk8er 2

On the title screen where "Press Start Button" is flashing, enter any one of these codes for the results shown. You will hear a click noise if the code was entered correctly.

Every Skater: Left, Left, Circle, Circle, L2, Square, Right, R2.

Every Course Open: Left, Right, Left, Right, Circle, Circle, R1, Square.

Every Board: Circle, Circle, Square, Circle, Square, Square, Circle, R1.

Supercross 2000

From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passcodes for these results. You'll hear a sound to confirm correct code entry.

The Bikes Never Crash: NoCR4SH

Giants on Mini-Bikes: G14NTS

Supercross on Mercury: M3RCURY

Supercross on Venus: V3NVS

Supercross on the Moon: MooN

Supercross on Mars: M4RS

Supercross on Jupiter: JVP1T3R

Supercross on Saturn: S4TVRN

Supercross on Uranus: VR4NVS

Supercross on Neptune: N3PTVN3

Supercross on Pluto: PLVTo

Add Hop Button: HoP

Extra Camera Modes: MoR3C4MS

Just the Bikes: NoR1D3RS

Lookout Ichabod: H34DL3SS

All Riders Get in Your Way: LoCKM3

No More Off Track: NooFFTR4CK

No More Getting Reset: K1PP1NGoK

Bigger Dirt Spray: B1GSPR4Y

Sydney 2000

You must enter this code very quickly (within about 3 seconds) to make it work. You will hear a sound if the code was entered correctly. Now access the Olympic option **Full Stats:** At the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Left.

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Tenchu 2: Birth of the Stealth Assassins

Unlock Every Stage: From the stage select screen, hold Square+Circle+

Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2.

Unlock All Items: On the "Items" screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1: On the "Items" screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

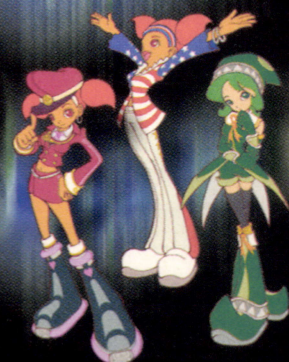
Regain Energy: Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

Unlock Tatsumaru: From the stage select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, SELECT.



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PlayStation 2

Babe-tastic

Danger Girl

Level Cheat Mode: On the main menu, press L1, R2, L2, R1, Circle, Square, Triangle, Triangle. Then press and hold L1+L2+R1+R2 to get access to every level. Inside any level, press START to pause and you will see "Cheat Options." Press X on this option to see the Cheats that can be opened by discovering icons in many levels of the game.

Duke Nukem: Land of the Babes

From the main menu screen, access the Options. Move down and access Cheats. On the screen are locked versions of most of the codes.

Level Select: Circle, X, Square, Square, X, Square, Circle.

Invincibility: L1, Square, Circle, Circle, Square, L1, L2.

All Weapons: R2, X, L1, Square, R1, Circle, L2.

Infinite Ammunition: L2, Circle, R2, Square, Circle, L2, R1.

Full Ego: R1, R1, Circle, Circle, L1, L1, R2.

Full Armor: L1, L1, R1, R1, X, X, Circle, Circle.

First Person View: L2, R1, L1, R2, Circle, X, Square.

Wacky FMV Sequences: L1, L2, R1, R2, Circle, Circle, Square, Square.

Outtake FMV Sequences: L1, L2, R1, R2, Square, Square, Circle, Circle.

Ending FMV Sequence: Circle, R2, L1, Square, L2, X, R2.

Unlock Every Cheat: L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, Circle, Circle, Circle, Circle, X, X, X, X, Square, Square, Square, Square, SELECT, SELECT, SELECT, SELECT.

Hello Kitty's Cube Frenzy

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Tomb Raider III

In the middle of the game without pausing, enter any of these cheats as shown.

All Weapons: L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, L2. You will hear a scream.

Fill Energy: R2, R2, L2, R2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, L2, L2. Lara will grunt.

Level Skip: L2, R2, L2, L2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, R2, R2, R2, L2. Lara says, "No."

All Secrets (Access All Halls): L2, L2, L2, L2, L2, R2, L2, L2, R2, L2, R2, L2, L2, L2, L2, L2, L2. Lara will sigh.

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, do one of these methods for the results as shown.

All Items: While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. Go back to the "Inventory" screen and you will have all the weapons, unlimited ammo, etc.

Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+ R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode: Hold L1 and press Square, Circle, Up, Left, Left. Go back to the main menu and then at the select player screen, you will see the skaters with big heads.

Special Available Anytime: Hold L1 and press X, Triangle, Circle, Down, Up, Right.

Get 10X Multiplier: Hold L1 and press Square, Triangle, Up, Down.

Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.

Slow Mo: Hold L1 and press Square, Left, Up, Square, Left.

Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down.

Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.

Low Gravity: X, Square, Left, Up, Down, Up, Square, Triangle.

Slow Motion Tricks: Circle, Up, Triangle, Square, X, Triangle, Circle.

Wire Frames: Down, Circle, Right, Up, Square, Triangle.

No Texture Maps: Down, Down, Up, Square,

Triangle, Up, Right.

Flashing Ramps: Down, Up, Square, Circle, Up, Left, Up, X. Once you do a successful trick off a ramp, it will start flashing.

Real Physics: Circle, Right, Up, Left, Triangle, Circle, Right, Up, Down.

Floating Skater: From the main menu screen, press and hold the L1 button. While holding it, press Up, Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press X to jump and then hold X in the air to start rising up! Hold Triangle to hover above the ground. Use L1 and R1 to strafe left and right. Use L2 and R2 to turn completely around. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press X and then hold X again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will tally your score.

Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.

Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.

Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.

No Blood: Right, Up, Square, Triangle.

Skinny Skater: X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

Obese Skater: X, X, X, X, Left, X, X, X, Left, X, X, X, X, Left.

Unlock Everything: From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the select player screen, choose a character and

begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the "End Run" option after entering the code, and you will have access to all the cheats in the game!

NeverSoft Pro Skaters: On the main menu screen, press and hold L1. While holding this button, press Up, Square, Square, Triangle, Right, Up, Circle, Triangle. The skate will spin around to confirm the code was entered correctly. Now access the Create Skater Mode. Choose and empty skater slot from the roster and enter any of the following names to automatically create members of the NeverSoft team.

AARON CAMMARATA

RALPH D'AMATO

JOEL JEWETT

CONNOR JEWETT

MICK WEST

JOHNNY OW

NOEL HINES

GARY JESDANUN

RYAN MCMAHON

NOLAN NELSON

SCOTT PEASE

CHRIS RAUSCH

JUNKI SAITA

DARREN THORNE

JASON UYEDA

Tomb Raider Chronicles

All Weapons, Unlimited Ammo, Medipacks, Etc.:

In the middle of a game, press SELECT to get to the inventory screen. Move over and highlight the Timex-TMX option. Now press and hold L1+R1+L2+R2+Up. With all of these buttons held, press Triangle. Go back to the game, press SELECT to get back to the inventory screen and you will see that you have unlimited ammo, medipacks and more.

All Items: In the middle of a game, press SELECT to get to the inventory screen. Move over and highlight the Timex-TMX option. Now press and hold L1+R1+L2+R2+Down. With all of these buttons held, press Triangle. Go back to the game, press SELECT to get back to the inventory screen and you will see that you have all the keys and items.

Special Features: In the middle of a game, press SELECT to get to the inventory screen. Move over and highlight the Timex-TMX option. Now press and hold L1+R1+L2+R2+Down+Circle. With all of these buttons held, press Triangle.

Go back to the game, press START and quit the game. Once you are back at the title screen, a new option called "Special Features" will be underneath the "New Game" option. Access the special features to find new options such as storyboards and concept art.

Second Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L1+Up. While holding these, press X. This will bring you to the Russian Base, which is the second story in the game.

Third Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L2+Up. While holding these, press X. This will bring you to Black Isle, which is the third story in the game.

Fourth Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold R1+Up. While holding these, press X. This will bring you to the Tower Block stage, which is the fourth story in the game.





Game Boy

Army Men

From the main menu screen, move down and select "Password." Now enter any of the symbol passwords below to open up various levels in the game.

DESERT

All Cactus Flats Levels: Machine Gun, Grenade, Machine Gun, Grenade.

All Casa Plastica Levels: Jeep, Jeep, Grenade, Machine Gun.

All Winding Canyon Levels: Machine Gun, Mortar, Machine Gun, Helicopter.

ALPINE

Prison Camp Levels: Plane, Machine Gun, Grenade, Machine Gun.

Winding River Levels: Plane, Tank, Mortar, Jeep.

All Desert and Alpine Levels Open: Plane, Tank, Plane, Machine Gun.

Asteroids

Enter the following codes on the "Password" screen.

Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)

Get the Excalibur Ship: PROJECTX

Unlock Classic Mode: QRTREATR

Blaster Master: Enemy Below

Press START at the title screen and then access the "Password" option. Enter one of the level codes below to begin each stage with 99 homing missiles and thunder guns.

Stage 1: 1202G7KV

Stage 2: M6P3H7K0

Stage 3: M7O3H7K1

Stage 4: M7P3H7K2

Stage 5: N6O3H7KA

Stage 6: N6P3H7KB

Stage 7: N7O3H7KC

Stage 8: N7P3H7KD

Boarder Zone

Hidden Time Track: From the main menu, enter the "Options" screen. Highlight and access the "Password" option. Now put in your password as 020971. The screen should tell you that you've opened a new level. Now go into Challenge Mode and access the "Time" option. After selecting your board and rider, move Left on the course select screen and you will be able to access the hidden fourth track.

Buffy the Vampire Slayer

Enter these level codes for access to each stage in the game.

Graveyard: 3NKFZ8

Alley: 9MD1VV

Sewers: XTN4F7

Zoo: 5BVPL2

Mansion: 9D6FoS

Initiative: TSCNB4

Caverns: CSJTQZ

Hellmouth: BNPXZ9

Ending: GH9MRY

Bust-A-Move 4

Extra Puzzles: On the title screen (while "Press Start" is flashing), press A, Left, Right,

Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

Buzz Lightyear of Star Command

From the main menu, access the "Password" option and enter these codes for new levels.

Level 2: CVVBB

Level 3: XBVB

Level 4: YVBB

Level 5: GBVB

Level 6: HVVB

Level 7: 3BVB

Level 8: 4VVB

Level 9: LBVB

Level 10: MVVB

Level 11: 7BVB

Level 12: 8VB

Carmageddon

40,000 Credits, All Groups and Levels: On the main menu screen, highlight and select the "Enter Password" option. Now put in 0Z6SZD(SKULL)V as password, then choose "Yes."

Caterpillar Construction Zone

Stage Select: On the title screen, move down to Continue and access it. Now put in your password as BG6S and press the "Done" option. Now you will be in the game. Press START and access the "Passwords" option. You will now have passwords to all the stages and levels in the game. Choose any of these levels and you will automatically begin there.

Chase H.Q.: Secret Police

Level Password: Enter MMQG at the password screen. This will give you access to any level up to 10. Just scroll Left to access the previous levels.

Chicken Run

"Password" option. Put in any of the codes for these results. After you enter any of the these passwords, press A and you will hear a sound. You can then enter any of the other passwords as well to combine the codes.

Stage Skip: Oval, Triangle, Circle, Rectangle.

Unlimited Time: Diamond, Oval, Cross,

Crown.

Unlimited Corn: Triangle, Triangle, Eagle,

Circle.

No Alarms: Crown, Circle, Oval, Triangle.

Level 2: Circle, Cross, Crown, Eagle.

Level 3: Diamond, Eagle, Oval, Circle.

Level 4: Cross, Eagle, Circle, Circle.

Level 5: Crown, Diamond, Crown, Oval.

Level 6: Triangle, Diamond, Cross, Rectangle.

Level 7: Oval, Triangle, Cross, Circle.

Level 8: Diamond, Rectangle, Cross, Crown.

Level 9: Oval, Triangle, Eagle, Diamond.

Level 10: Circle, Eagle, Cross, Eagle.

Level 11: Rectangle, Cross, Rectangle,

Diamond.

Level 12: Eagle, Diamond, Cross, Triangle.

Level 13: Rectangle, Cross, Eagle, Eagle.

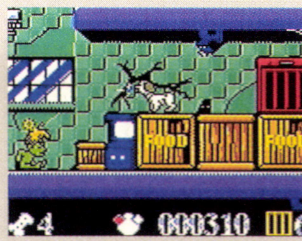
Level 14: Triangle, Crown, Triangle, Triangle.

Level 15: Circle, Crown, Cross, Oval.

Level 16: Triangle, Rectangle, Eagle, Eagle.

102 Dalmations: Puppies to the Rescue

On the main menu screen, access the password option. Enter any of the codes below to get to new levels.



Garage: Bone, Bone, Paw, Toy Tank.
Cafeteria: Domino, Bone, Key, Paw.
Cruella!: Toy, Bone, Bone, Bone.



Level 17: Circle, Rectangle, Triangle, Diamond.

Level 18: Crown, Triangle, Diamond, Rectangle.

Level 19: Cross, Rectangle, Rectangle, Crown.

Level 20: Rectangle, Diamond, Triangle, Eagle.

Level 21: Crown, Triangle, Cross, Rectangle.

Level 22: Oval, Cross, Crown, Cross.

Level 23: Crown, Rectangle, Cross, Oval.

Level 24: Oval, Diamond, Triangle, Diamond.

Croc

Open All Levels: On the main menu screen, access the "Password" option. Now enter PQHPBFDHJB to get access to all levels, but no pickups.

Dave Mirra Freestyle BMX

All Goals and Trophies: On the main menu, access the "Password" option.

Put in your password as R6KZBS7LCTQMH to complete all goals and open all the locked levels.

Donald Duck: Goin' "Quackers"

Level Passwords: On the main menu screen, choose the "Continue" option. Now enter any of the passwords as shown to advance to that level.

Level 1-2: YMPHTM9

Level 1-3: VNQJVPY

Level 1-4: 2ZSLXSW

Level 1-5: PWYR3XD

Level 2-1: 1KC71PL

Boss Tip (Level 1-5): Jump onto the beehive right before the bear gets underneath it. Watch for bees coming out of the hive. If you wait too long, the bear will stomp the ground and let out more bees. Once you feed the bear honey enough times, he will fall asleep.

Driver

From the main menu screen, highlight and choose Undercover. Then choose to continue and enter these passwords as shown.

Stage 2: Tire Mark, Police Badge, Pylon, Red Light.

Stage 3: Traffic Light, Key, Key, Blue Light.

Stage 4: Pylon, Pylon, Pylon, Police Badge.

Stage 5: Key, Red Light, Red Light, Traffic Light.

Stage 6: Key, Police Badge, Tire Mark, Blue Light.

Stage 7: Police Badge, Pylon, Police Badge, Red Light.

Stage 8: Red Light, Police Badge, Key, Tire Mark.

Stage 9: Pylon, Blue Light, Red Light, Red Light.

Stage 10: Police Badge, Police Badge, Traffic Light, Pylon.

Stage 11: Blue Light, Key, Key, Key.

Stage 12: Traffic Light, Tire Mark, Red Light, Police Badge.

Stage 13: Key, Police Badge, Police Badge, Pylon.

Stage 14: Red Light, Blue Light, Red Light, Blue Light.

Duke Nukem

Enter the following codes on the title screen when "Press Start" is flashing.

Invincibility: Up, Down, Down, Left, Right, Left, Up.

Level Select: Left, Right, Up, Up, Down, Up, Right, Left.

Game Boy Camera

Hidden Game: On the main menu screen, access the "Play" option. When the "Space Fever II" game begins, don't shoot either of the first two icons (the ones that will take you to the "D.J." or "Ball" game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called "Run! Run! Run!" This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Ghosts 'N Goblins

From the main menu, move down to password and enter the following code to get to the last level and face the last level boss.

Final Boss: N8C(Heart Icon)K4oN

Godzilla: The Series

On the main menu screen, choose "Password" and enter any of the following codes.

Level 2: NCFRGJBBK

Level 3: DMTFLSBFQM

Level 4: PKDJMLNPS

Level 5: KDQLHRNDCN



Level 6: DQSPCFPJFR
Full Power on Last Level: DMJMBJRRFR

Hot Wheels: Stunt Track Driver

All Vehicles and Levels: On the main menu screen, select the "Password" option and enter Down, Left, Up, A, Down, Right.

Looney Tunes: Carrot Crazy

Level Skip: From the main menu screen, access the options. Now, enter Taz, Elmer Fudd, Daffy Duck. While playing the game, press START to pause then press SELECT to skip to the next level.

Lucky Luke

Train Stage: Luke, Horse, Horse, Old Man, Luke.

Buffalo Stage: Coyote, Horse, Luke, Old Man, Old Man.

Cheyenne Mountains: Old Man, Coyote, Luke, Horse, Coyote.

Mario Golf

Golf Left-Handed: Press and hold the SELECT button. While holding this, press the A button. If you choose Mario, Wario, Luigi or Club Champs, that golfer will be a left-handed player.

Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Men in Black

Levitator Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in 0601. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while you're standing, press and hold SELECT+Up to float into the air. While in the air, press Left or Right to move.

Acquire the Noisy Cricket Gun: After entering the fly code, press the SELECT and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!

Skip Stages: Put in 2409 as a password and then begin a new game. To skip to the next level, press START to pause and then press Select.

Montezuma's Return

Unlimited Lives: ELEPHANT
Pass Through Doors: SUNSHINE

Mr. Nutz

The following codes are entered as passwords.
Journey Skip: NNSTTR (In the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level!)

Adventure Park Level: DDMNN

Living Room Level: NNRRGG

Volcano Underpass Level: CCLLR

Mean Streets Level: JJMPPR

Ice Scream Level: SSWTCH

NFL Blitz

From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.

No Fumbles: START, START, START, START, B, B, A, A, A, Down.

Infinite Turbos: START, START, START, START, START, B, A, A, A, A, Up.

Night Game: START, START, B, B, A, A, Right.

No Pointer: START, START, START, B, B, B, A, A, A, Left.

Invisible Receiver: START, START, START, START, B, B, B, A, A, A, Up.

Pac-Man: Special Color Edition

Pac-Attack Level Codes: Press START on the title screen. Now move down and choose Pac-Attack. On the Pac-Attack title screen, move down and access Puzzle Mode. On the Puzzle Mode main menu screen, choose Password. Now you can enter any of these level codes.

Level 2: HNM

Level 3: KST

Level 4: TRT

Level 5: MYX

Level 6: KHL

Level 7: RTS

Level 8: SKB

Level 9: HNT

Level 10: SRY

Pocket Bomberman

All Power-Ups: 5656.

Area Passwords:
FOREST WORLD

Area 1 7693

Area 2 3905

Area 3 2438

Area 4 8261

Area 5 Boss 1893

OCEAN WORLD

Area 1 2805

Area 2 9271

Area 3 1354

Area 4 4915

Area 5 Boss 8649

WIND WORLD

Area 1 0238

Area 2 5943

Area 3 6045

Area 4 2850

Area 5 Boss 8146

CLOUD WORLD

Area 1 9156

Area 2 2715

Area 3 4707

Area 4 7046

Area 5 Boss 0687

EVIL WORLD

Area 1 3725

Area 2 0157

Area 3 5826

Area 4 9587

Area 5 Boss 3752

Pokémon

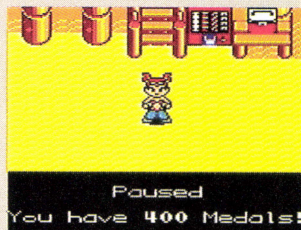
Easy Level Gain: To easily gain experience, simply switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, the Pokémon will pop out. You can then switch to another Pokémon. Once you win the battle, both the beginning Pokémon and the fighting Pokémon will both gain experience points.

Fight Safari Zone Pokémon: This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands there

Xtreme Sports

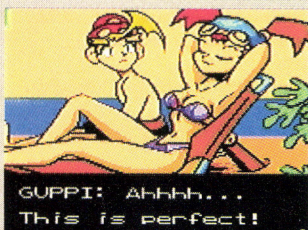
Debug Menu: On the main menu screen, press Left, Left, Left, Left, Left, Up, Up, Up, Up, Up, Right, Right, Right, Right, Right, Down, Down, Down, Down, Down, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT. A debug menu will appear where you can choose from various events, a scrapbook and sound test!

400 Medals: From the main menu, choose New Game. Choose Guppi or Fin and go to the Sign-In Booth. Put in your name as xyzy (all lower-case).



Exit the booth and then hold the A button and press SELECT. Now press START. You will have 400 medals!

Ending: From the main menu, choose New Game. Choose Guppi or Fin and go to the Sign-In Booth. Put in your name as staff (all lower-case). Exit the booth and go left to the snack shop. Enter the shop and you will be taken to the ending and credit screens, where you can play the level while you go through the credits.



is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

Infinite Items (Red and Blue only): First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do not catch any Pokémon that you encounter here. Repeat: Do not catch any of them! It will ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your saved game.

Pokémon Gold/Silver

Duplicate Pokémon and Items: WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION! First, you must decide on the Pokémon and item you want to clone. At any time during the game, press START and access the "Pokémon" option. Choose the Pokémon you want to clone and make it hold and item that you also want to clone (such as a Master Ball). Next, go into a town and find a Pokémon Center. Move in front of the PC and press START. Move down the menu and access the "Save" option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the

boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you want to save the game, choose "Yes." Now, this part is very important and requires precise timing. The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Boy. Be sure to turn it off before any words other than "Saving" appear on the screen, or the trick will not work. Turn the Game Boy back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding will be cloned inside the box, and still in your party! You can clone up to 5 Pokémon and items at one time by doing this trick.

Pokémon Puzzle Challenge

New Options: On the options screen, hold SELECT and press the A button. Seven new options will appear beneath the Gallery option.

Super-Hard Difficulty: Go to the 1 Player mode and choose Challenge. Highlight the Hard difficulty level and hold the SELECT button. While holding it, press A. S-Hard will appear beneath the Easy option.

Intense Difficulty: Go to the 1 Player mode and choose Challenge. While highlighting the S-Hard difficulty level, hold SELECT and press the A button. Intense will appear underneath the Normal option.

Prince of Persia

Go to the "Continue" option and enter the following codes to jump to levels shown below. Press START after entering one of the codes to open the door.

Level 8: 70914195

Level 9: 68813685

Level 10: 01414654

Puzzle Master

Unlimited Tools: On the title screen, move down and access the "Password" option. Now put in CHEAT as your password. Now your number of Adventure's Tools won't diminish. They will all stay at the number 9.



Rampage 2: Universal Tour

On the main menu screen, highlight and enter the "Password" option, then enter one of the following codes.

Play as Lizzie: S4VRS4560.

Play as George: SM14N1230.

Play as Ralph: LVPVS7890.

Play as Mykuk: NoT3T3210.

Rayman

Pause in the middle of the game and then enter one of the following codes.

99 Lives: Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.

World Map: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.

All Powers Available: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.

Gain Back Energy: B, Right, A, Up, B, Left, A, Down, B, Right.

Ready 2 Rumble Boxing

On the main menu screen, enter any of these codes while highlighting Arcade Mode.

Unlock Kemo Claw: Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.

Unlock Nat Daddy: Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.

Unlock Damien Black: Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.

Unlock Nat Daddy: Right, Right, Right, Left, Left, Left, Right, Left, Right, Left, Right, Left.

Rugrats: The Movie

Enter the following codes to advance to the corresponding level.

Level 2: RQVDHJV

Level 3: TQMMY QK

Level 4: BVBYFJND

Level 5: RJDBCVRT

Level 6: VNGBJCV

Level 7: BJGSMVSH

Level 8: LJTBWQQD

Rugrats: Time Travelers

On the title screen, press Right and access the "Password" option. Now you can enter these codes for different levels in the Toy Palace.

North Wing: CQKJFSS

East Wing: CRVWLJNG

South Wing: PLVYPFNS

West Wing: TQYBQXFS

Smurf's Nightmare, The

The Rabbit Race: Brainy Smurf, Handy Smurf, Shy Smurf.

Mysterious Planet 1: Astronaut Smurf, Shy Smurf, Brainy Smurf.

The Workbench Gone Mad 1: Shy Smurf, Baker Smurf, Handy Smurf.

Space Invaders

Classic Space Invaders: CLSS1281999DBM

Mars Level 46: ?WZ4VCLN4W81V?

Jupiter Level 61: RSSN3QJ78?GJMC

Saturn Level 76: WSPZMSO8N7H8NF

Uranus Level 91: CV1?QWKGJ3X8R5

Neptune Level 106: HV27RW1GN3YOR7

Pluto Level 121: MV7HRLCHS3ZSR9

Spider-Man

From the main menu, choose "Continue" and enter these passwords as shown.

Venom Conquered: GVCBF

Lizard Man Conquered: QVCLF

The Lab: G-FGN

Star Wars Episode 1: Racer

Boost Start: First, start a race. As the count-down begins, wait until it reaches "1." As soon as the number goes away, immediately press and hold A. If your timing is correct, you will get a boost ahead of the other racer. The timing is tricky, so keep trying if you miss it the first time.

Star Wars: Yoda Stories

Enter these passwords to get to the different stages as shown.

Stage 2: XKJ

Stage 3: GJP

Stage 4: TDM

Stage 5: WTM

Stage 6: ZBV

Stage 7: QTC

Stage 8: TGR

Stage 9: VDP

Stage 10: BFG

Stage 11: FNP

Stage 12: STJ

Stage 13: FTG

Stage 14: BLP

Stage 15: YSF

Super Mario Bros. Deluxe

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

The Lost Levels: Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game—Super Mario Bros. 2: The Lost Levels.

You vs. Boo: You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You Vs. Boo" bonus levels.

Five Extra Lives: Note: This works only on a new game. Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

Play as Luigi: Press the SELECT button at the Map screen before you begin a level. This will let you play as the green plumber instead of the red one.

Tarzan

Level Passwords:

3-1: Vertical Lines, Vertical Lines, Maze, Swirl.

4-1: X, Moon, Up/Down Arrows, Cross.

5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.

6-1: Swirl, Maze, Cross, Up/Down Arrows.

Tazmanian Devil: Munching Madness

Enter these passwords to attain the following levels in the game.

China Level: BLGNGJPDFTJ

Switzerland Level: LMBPBKTFKDPK

Toy Story 2

Scene Passwords: From the main menu screen, highlight and access the "Password" option. On the password screen, enter the corresponding letters for the square formation password as shown.

Scene 2: PBPP

Scene 3: BJWJ

Scene 4: PJBW

Bonus 5, Scene 6: WBPP

Bonus 7, Scene 8: JBPJ

Scene 9: JIWW

Scene 10: PBWJ

Scene 11: BPWW

Turok: Rage Wars

Level Passwords for All Difficulties: On the main menu, choose Options. From the "Options" screen, choose Password. Now enter the password for the following levels, on any difficulty as shown.

Stage 2 Easy Level: K14QF4

Stage 2 Medium: 3MQTL1

Stage 2 Hard: DT5JV1

Stage 3 Easy: 3T5L31

Stage 3 Medium: Z1KMQ1

Stage 3 Hard: 2F5QZM

Stage 4 Easy: SMJ54M

Stage 4 Medium: 2TQCMR

Stage 4 Hard: MQ5LRS

Turok 2: Seeds of Evil

From the main menu screen, access the "Password" option. On the password screen, enter any of these codes for the results as shown.

Skip Levels: DLVTRKBLVL

All Weapons: DLVTRKBWPS

Infinite Energy: DLVTRKBNRG

Infinite Lives: DLVTRKBLVS

Bird Mode: DLVTRKBRRD

Turok 3: Shadow of Oblivion

On the title screen, highlight and enter the options. Access the "Password" option and enter any of these codes for the results shown.

Level Skip: XCDSDFS (Pause the game and press Left or Right to change levels. Press the SELECT button to go to that level.)

Infinite Lives: FJVHDDK

V-Rally Edition 99

These codes allow you to access tracks on the Arcade Mode.

Medium Tracks: FAST

Hard Tracks: FOOD

Wacky Races

Hidden Tracks and Characters: From the main menu, highlight and enter the options. Move down to "Password," press B and put in MUTTLEY as the name, then press A.

GameShark Codes

Croc 2

Infinite Lives	9163F0C9
Infinite Health	9103EEC9
Max Attack Points	9163F8C9
Lots of Crystal Points	91FFB4CA
Have all Five Crystals For All Levels	91FFE3C9

Doug

Infinite Quarters	01632EC2
Infinite Health	01036BC1

Dr. Franken II

Infinite Energy	016438C6
Infinite Lives	01051CC6

Dragon Dance

All Levels Beaten	019909C8
Infinite Time!	01321CC8

Dragon Tales

Infinite Time	91303FCA
Lots of Berries	918048CA

The Grinch

All Presents Collected	91008BC0
	95003BDD
Infinite Snowballs	91058DC0

Lemmings

Stop Timer	013208C9
Infinite Climber	0163F8C8
Infinite Floater	0163F9C8
Infinite Bomber	0163FAC8
Infinite Blocker	0163FBC8
Infinite Builder	0163FCC8
Infinite Basher	0163FDC8
Infinite Miner	0163FEC8
Infinite Digger	0163FFC8

Mega Man Extreme

Infinite S.I.	911E6DD3
Infinite Health	919021D5
Infinite Lives	910365D3
Infinite S.B.	911E75D3
Infinite S.T.	911E73D3
Infinite E.S.	911E0FD3
Have All Body Parts	91FF83D3

M&M Minis Adventure

Infinite Health	9106D9C0
Infinite Lives	9163D8C0
Big Score	9155DEC0

MTV Sports:

T.J. Lavin's Ultimate BMX

Stop Timer	0130E9C2
Max Score	0199EFC2
	0199F0C2
	0199F1C2

Nick Toons Racing

Start on Last Lap	91013AC4
Always First Place	910139C4
Stop Timer	913535C4

Pokémon Puzzle Challenge

Stop Timer	91006BC8
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Power Puff Girls:

Paint the Townsville Green

Infinite Black Chemical X	01634CCC
Have Blossom Hotline	010159CC
Have Bubbles Hotline	01015ACC
Infinite Lives	010950CC
Infinite Flight	015A4ACC
Infinite Health	010914D0

Coming Soon

HOT TITLES ON THE GAMING HORIZON

PS2 PlayStation 2

Extermination

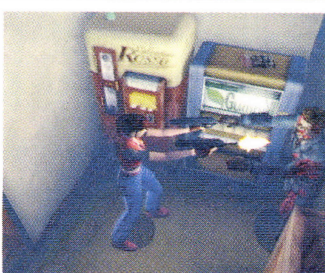
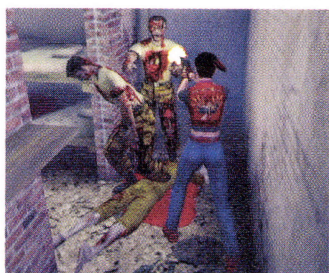
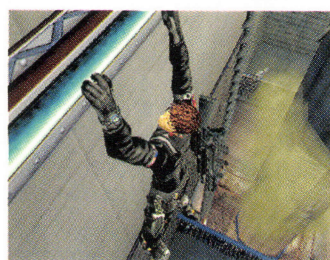
Publisher: Sony

Developer: Deep Space

Release Date: Summer

Prepare yourself for Extermination, a newcomer to the action/thriller genre. Although this game looks a lot like Metal Gear Solid, it is supposedly a lot more action oriented. You will need to run, jump and shoot your way through the massive polar installation where the game is set.

Story-wise, you are a member of a Special Forces team that was sent to the South Pole to investigate some strange happenings. When your helicopter is shot out of the sky, reducing your team to two men, you must infiltrate the polar base and find out why. The conditions are harsh, though, and to make matters more desperate, the entire base is teeming with vicious mutants who like nothing more than to devour the flesh from their victims. Sure, it sounds like Resident Evil, but we're still excited to see what this title may bring.



RE Code: Veronica X

Publisher: Capcom

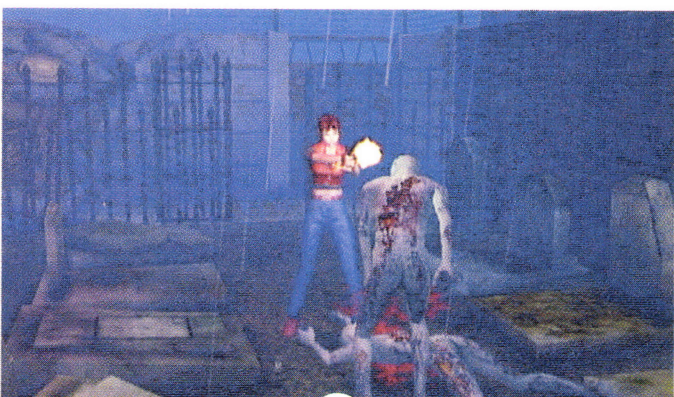
Developer: Capcom

Release Date: May

Hey, PlayStation 2 owners! Feeling left out because Resident Evil Code: Veronica only came out on the

Dreamcast? Well, Capcom is now porting the hit game over to the PS2, with some enhancements that will surely make DC owners jealous.

Although Capcom hasn't revealed all the details yet, the game is going to have some extra cut scenes revolving around the villainous Wesker (hopefully explaining why he's alive) and a demo of its upcoming game, Devil May Cry. Heck, with all these extra goodies, DC owners may want to play this game again.



Klonoa 2

Publisher: Namco
Developer: Namco
Release Date: Summer

A few years ago, Namco released one of the best side-scrolling games ever made for the PlayStation. The game was called *Klonoa: Door to Phantomile*, and current sales figures show that it has sold roughly four copies to date—a shame, really, since it was a perfect blend of solid game-play, great music and terrific character design.

Luckily for lovers of good games, Namco is releasing a sequel for the PS2, and wow, is it nice. The game-play is much like that of the first game, in that it's a side-scrolling game constructed entirely of polygons (take note of the cel-shaded graphics that make the game look pretty darn close to a cartoon).

The demo that Namco sent us featured two playable levels that left us wanting more. Sure, it may look too cutesy, but *Klonoa 2* is shaping up to be one of the best PS2 games so far.



Playstation



Time Crisis: Project Titan

Publisher: Namco
Developer: Namco
Release Date: June

Dust off your GunCon and get ready for some intense arcade-style shooting. The latest installment in the Time Crisis series puts you in the role of the man behind the gun. The game-play is solid. You have the ability to duck and dodge enemy shots, and you can also use elements of the background for cover, adding quite a bit more technique that most other gun games lack.

Time Crisis: Project Titan is visually impressive and works well on the PlayStation console. Although the graphics may chop up a bit, keep in mind that all of the on-screen characters are large. It's no masterpiece, but it does offer a nice break away from the usual batch of games.

Shenmue 2

Publisher: Sega

Developer: AM2

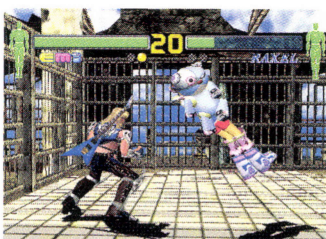
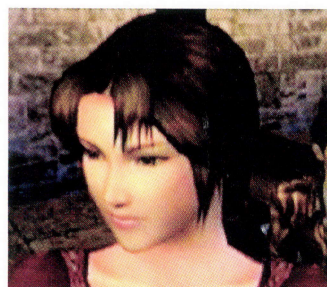
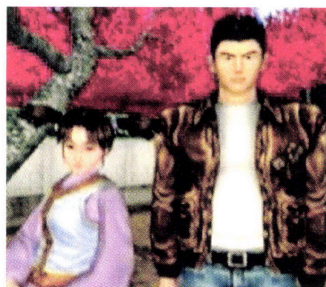
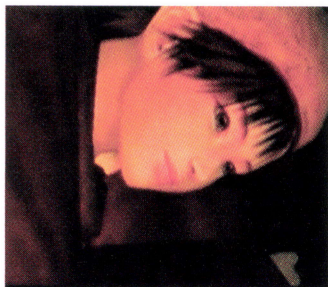
Release Date: Winter

If you haven't at least heard of Shenmue, you've been in a cave for the last couple of years—the original game was a pretty big success.

One of the complaints about the first game was that, despite having great exploration, the game didn't have much action—Yu Suzuki plans to change that. The new game will also boast an enhanced engine that will allow for less slowdown and improved 3D graphics.

Because the Shenmue games were planned as series from the beginning, you can count on a strong storyline that stays true to the first game. The events in Shenmue 2 will further flesh out the story that began in the original, including development of the mysterious Shenhua.

With the impending doom of the Dreamcast, this could be the last game in the series—no fan of the original should be without this sequel.



Fighting Vipers 2

Publisher: Sega

Developer: AM2

Release Date: March

The original Fighting Vipers was a little-known title for the Sega Saturn. Those that have played it know that it's associated with bizarre characters (with weapons like skateboards and guitars), smashing walls and all around insane 3D fighting action.

This sequel is sure to harness the same level of intensity and provide much improved graphics. The game even has extra play modes, such as a two-on-two battle that will certainly make the fight even crazier than before. Perhaps most importantly, the game marks the return of everyone's favorite 3D fighting game babe: Honey.

If you've been starving for another 3D fighter, try serving up a plate of Fighting Vipers 2.

Nintendo 64

Conker's Bad Fur Day

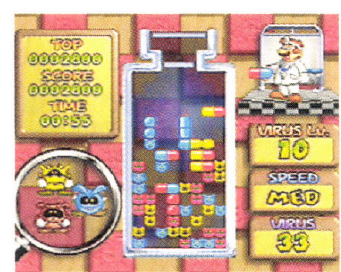
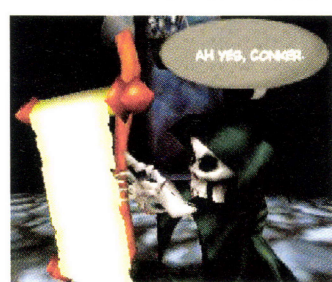
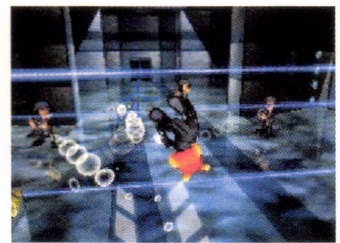
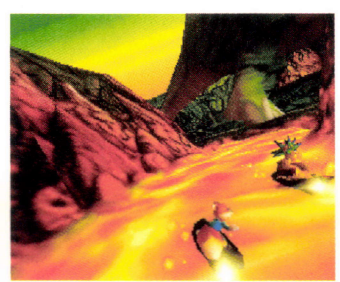
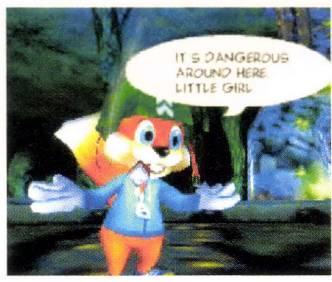
Publisher: Nintendo
Developer: Rare
Release Date: March

You won't believe your eyes or your ears when you see Rare's latest creation—this cart goes out of its way to make sure that its Mature rating is there for a reason.

Using a variety of movie-spawned levels, Conker must navigate a series of 3D worlds, fighting and exploring in typical Rare fashion (the gameplay is similar to Banjo Kazooie, but without as much exploration).

What really makes this game stand out, though, is its mature subject matter. This seemingly cute little squirrel will swear like a truck driver, and there is enough blood and guts to appeal to the most blood-thirsty gamer. Conker will even urinate on his foes!

This game is sure to provide a rip-roaring time, although parents should be warned...



Dr. Mario 64

Publisher: Nintendo
Developer: Nintendo
Release Date: April

Hot on the heels of Pokémon Puzzle League comes another fantastic puzzle game for the N64. Nintendo is soon releasing an updated version of the classic Dr. Mario, which dates back all the way to the days of the NES.

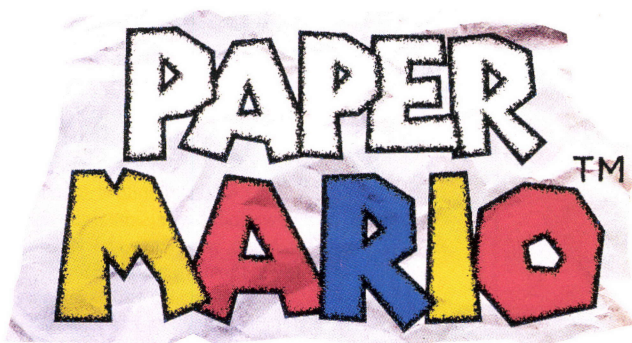
In this incredibly addictive game, you must eliminate multi-colored viruses by dropping like colored pills on them. New to the N64 version is a four-player mode, allowing multiple people to get in on the action.

Game of the Month

A P R I L 2 0 0 1



Can Mario Stop Bowser Again?



Nintendo's latest masterpiece is a follow-up to the classic Mario RPG. However, a new spin to traditional role-playing elements has been added in both game-play and graphics. The unique "paper" visuals add a cool new feel that contributes significantly to the style. The fighting scenes are a lot more hands-on, with players being able to inflict and deflect damage with careful timing of the action commands that are even more prevalent here than they were in the first game. Paper Mario excels in all aspects, from graphics to sound to story. This game is accessible to gamers of any age, and anyone who enjoys RPGs will want to add this cart to their collection. Paper Mario has been a long time coming, and now that it's here we can honestly say that it has been worth the wait!



Mario Basics

Level Upgrades

Star Points: You earn Star Points as you defeat enemies. For every 100 points you earn, you will be able to upgrade one of your three bonuses: Heart Points, Badge Points or Flower Points. Depending on your playing style or needs, you may want to choose certain bonuses first.

Heart Points: These are your hit points. When Mario runs out of these, he'll die and the game will end. After you've gotten a couple of Badge Points built up, pump up your Heart Points. The maximum you can normally have is 50, although you can use badges to inflate this number to 60 (if you'd really want to waste the Badges).

Badge Points: The more points you can allocate to your Badges, the better you can customize Mario to suit your needs. Put as many

levels into your Badge Points as possible—with the right combination of Badges, you will not have to worry about the other two point types until much later in the game. You can have no more than 30 Badge Points, and unlike the Heart and Flower points, there's no way you can change this total.

Flower Points: The Flower Points are used to power-up special attacks for either Mario or his partners. These points are easily the least important of the group—your Star Powers and Badge abilities perform the same functions. Build up your Flower Points to 15, then concentrate on your Heart and Badge Points. This stat will max out at 50, although you can pump this up with some careful Badge management if you'd like.

Star Energy

Mystical Powers for Mario: Each of the seven stars that you have to rescue will grant you a special ability along with one Star Power point to add to your power bar. The Star Powers will prove very useful during the course of the game—they can perform the same tasks as certain items without taking up any inventory space.

Recharging Star Power Points: Although you can only have seven Star Power points at a time, you can recharge your power bar once you run out to get more. To recover the maximum amount of points at once, stay the night at Toad's place. Using the Focus command will slowly charge the power bar over time, or, as a last resort, you can have Mario take damage in the course of battle. Be sure to look out for Badges that enhance your Focusing abilities, as these will prove their worth quickly enough.

Getting the First Strike

Start Things Off Right: The First Strike lets you initiate battle with an enemy on the playing field so you can get in the first attack and hopefully start things off in your favor. To get the First Strike, simply jump on your enemy or whack it with a hammer before it touches you. Depending on the enemy, though, doing this can be dangerous so—be sure to exercise some

judgment. For example, jumping on a spiked enemy will hurt you (unless, of course, you're properly equipped).

It Works Both Ways: If you let your guard down, an enemy can the First Strike in on you. Always keep your eyes open and be aware of your surroundings.

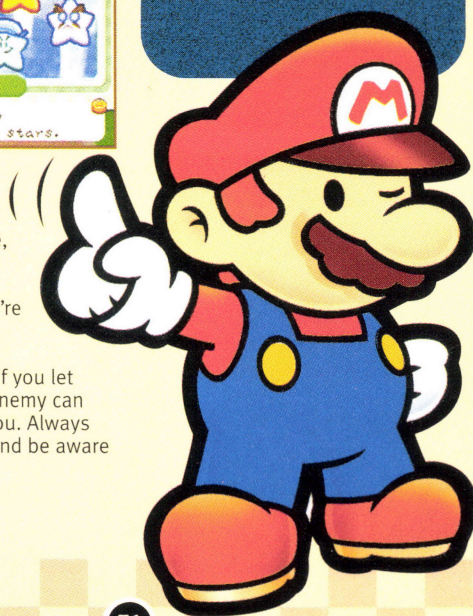
Action Commands

Hit Harder: All of the attacks (barring Star Powers and items) that Mario and his party perform can be enhanced with special Action Commands. The Action Command for each attack will be shown on-screen, so you need only follow the instructions. By implementing the Action Commands, you will be able to cause more damage, and potentially crack a tough opponent's defense.

Take Less Damage: If you hit the A Button right before you are hit by an enemy's attack, you will see the word "Nice" float above you—this means that you managed to shrug off some of the blow, and took less damage. If you use this important trick properly, you won't have to heal as often, and, with weaker enemies, you might not have to heal at all. Performing this trick requires proper timing, and it might take a while to get it down. The best thing to do is learn all your enemies' attacks so you'll know just when to hit the command.



You can defend against enemy attacks as well!



Why Is Mario Made of Paper?

by Andy Baran

Andy_Baran@ziffdavis.com

Considering that Square was the company that produced the original Mario RPG, a lot of gamers were wondering whether Nintendo could pass muster on the sequel. Well, thankfully, Paper Mario blows the older game away in every category.

Although the quest itself isn't too difficult, finding all the secrets can be maddening—and it makes for some great gameplay. Although you can always pay Merlon and Merluvlee to give you clues, the process of earning enough coins to do so in extremely time consuming.

I'm going to give you every tactic and all the secrets and items that I could find in the course of my adventuring. I put a lot of work into this guide, and I hope that you will be able to use it to get as much enjoyment out of this game as I did.

database

time to complete 40 hours
challenge Easy
best item Zap Tap Badge
best character Goombro
best advice Use your Badges for an advantage!
also try Mario RPG
system Nintendo 64
publisher Nintendo
developer Nintendo
www.nintendo.com



Party Members



Goombario

The Useful Goomba: Goombario is the first partner that will join you in your quest. He happens to be the most useful overall, too. What makes him so valuable is his Tattle ability. As soon as you

come across a new enemy, use this ability—now every time you face that kind of foe, you'll know how many hit points it has. By knowing where you stand against an enemy, you'll be able to plan your attacks accordingly.

Basic Abilities

Headbonk: Headbonk an enemy.

Tattle: See enemies' descriptions and see their HP during battle.

Super Rank Ability

Charge: Charge to raise attack power by two.

Ultra Rank Ability

Multibonk: Headbonk continuously until you miss the Action Command.



Kooper

Shell-shock: This Koopa will join you in Koopa Village. Kooper is one of the best characters for taking out lots of ground troops; however, when you're facing flying enemies (which is often), he'll become practically useless. One cool trick that you can do with Kooper is kick his shell to collect items or to hit switches from a distance. The odds are pretty good that you'll abandon using Kooper in the later part of your adventure.

Basic Abilities

Shell Toss: Throw a shell at an enemy.

Power Shell: Throw a shell at all enemies on the ground.

Super Rank Ability:

Dizzy Shell: Daze and paralyze all enemies on the ground.

Ultra Rank Ability

Fire Shell: Attack all enemies on the ground with a flaming shell.



Bombette

A Short Fuse: You will acquire Bombette in the prison in the Koopa Bros. Fortress. Bombette is essentially a better version of Kooper, because her attacks are far more damaging. Her innate ability

to blow up is useful outside of battle as well. By sending her off, you can have her flip switches or blow up a weakened wall section. Bombette's Action Commands are fairly easy to perform, so you'll kick butt with her.

Basic Abilities

Body Slam: Body Slam an enemy.

Bomb: Explode and destroy an enemy on the ground.

Super Rank Ability

Power Bomb: Explode and destroy all enemies on the ground.

Ultra Rank Ability

Mega Bomb: Explode and destroy all enemies.



Parakarry

Death from Above? Parakarry is the most useless character in the game when it comes to battles. Not only are his Action Commands difficult to pull off, but most of his special attacks are completely useless. For example, by using the Air Lift command, you'll lose precious EXP that you'd get from the enemy. Use Parakarry only when you need his flight to get you across narrow chasms.

Basic Abilities

Sky Dive: Kick an enemy.

Shell Shot: Attack an enemy in the air by bumping into it.

Super Rank Ability

Air Lift: Carry an enemy away from the battle.

Ultra Rank Ability

Air Raid: Fly around like crazy, attacking all enemies.



Bow

Ghost with the Most: Bow is a versatile ally that you will obtain in Boo's Mansion. She can handle a variety of combat situations, and is useful for dodging enemies. Bow can turn Mario invisible at

the press of a button, so you can keep out of fights if you want to. This ability also prevents Mario from taking damage from traps and gives him the power to go through walls.

Basic Abilities:

Smack: Slap an enemy.

Outta Sight: Make Mario transparent so he can avoid enemy attacks.

Super Rank Ability:

Spook: Startle enemies and scare them away from battle.

Ultra Rank Ability:

Fan Smack: Attack an enemy with a fan.



Watt

A Real Powerhouse: Watt is the most combat oriented ally in the game. His attack cuts right through the enemies' defenses and does the full amount of damage that he is capable of—this means that Watt is ideal for fighting bosses (his special attacks, on the other hand, are not as useful). Watt can also light up darkened rooms and find invisible treasure boxes!

Basic Abilities

Electro Dash: Penetrate defense power and attack an enemy.

Power Shock: If it works, it paralyzes an enemy with an electric shock.

Super Rank Ability

Turbo Charge: Electrically boosts Mario's attack power for a short time.

Ultra Rank Ability

Mega Shock: If it works, it paralyzes all enemies with an electric shock.



Sushie

Fish of Fury: This Cheep Cheep is a decent fighter, but she's most useful as a form of transport across the various pools of water that you'll come across. You can even use Sushie to dive underwater when

Mario's riding on top. Once you've used Goombario to Tattle on the Mount Lavalava boss, Sushie will work wonders for wounding the hot-headed enemies.

Basic Abilities

Belly Flop: Flop on an enemy.

Squirt: Squirt a powerful jet of water—great for fire enemies.

Super Rank Ability

Water Block: Create a cube of water to boost Mario's defense briefly.

Ultra Rank Ability

Tidal Wave: Swim madly to create a wave that washes over all enemies.



Lakilester

Shiny Weapons: Lakilester is a good ally, simply because he can attack any enemy without fear of being hurt or ineffective. His spinys have reach, and the ability to hit all on-screen enemies can be nice once in awhile. Lakilester can also help Mario out by transporting him in his cloud. Although Mario makes things way too heavy to fly, the cloud lets him glide over spikes and other traps.

Basic Abilities

Spiny Flip: Throw a spiny egg at an enemy.

Spiny Surge: Throw spiny eggs at all enemies.

Super Rank Ability

Cloud Nine: Cloud to hide Mario for a short time.

Ultra Rank Ability

Hurricane: If it works, blow the enemies away from the battle.

Walk-through

Goomba Village

1. When Mario wakes up, talk to the old Goomba on the veranda.
2. Find the Hammer and a Dolly for Goombaria in some bushes.
3. When you try to head back to Goomba Village, Jr. Koopa attacks.

Goomba Road

1. Head down the road until you come to the Goomba Bros. Fortress. There's a hidden switch nearby—hit it and the Goomba King will attack.

Goomba King

10 HP 1 Ap 0 Dp

How to Beat Him: Use your most powerful Jump attacks. Goombario's Headbonk works well here, too.

Toad Town

1. Talk to Merlon.
2. Head to the top of Shooting Star Summit to get the Lucky Star from Twink and to talk to the captive stars.
3. Exit the town through the eastern passage. Follow the path all the way to the Koopa Village.

Koopa Village

1. Save all of the Koopas from the Fuzzys.
2. Enter the house with the green roof. You will find Kooper, a Koopa who has a big problem. Play a guessing game in his back yard to get Kooper's Shell back. If you do, he will join your party.
3. Talk to everyone in town, especially Koopa Koot. You will need to do a lot of favors for him.
4. Head toward the Koopa Bros. Fortress via the Pleasant Path.

Pleasant Path

1. Walk around the "candy cane" on the far left of the screen for a nice bonus.
2. Follow the path to the far east to find the Koopa Bros. Fortress.

Koopa Bros. Fortress

1. Defeat the enemies for the Fortress Key, which you need to unlock the locked door.
2. Fall for the Koopa Bros' trap at the top of the stairs and you will tumble into the prison. Talk to the pink Bob-omb (Bombette) and she'll join you. Use her to blow up the weakened wall.
3. Use Kooper to flip a switch.
4. After you collect all the treasure in the Fortress, head to the top floor. Dodge the Bullit Bills, then battle the Bill Blasters. Just after them is the boss fight.

Bowser???

10 HP 1 Ap 0 Dp

How to Beat Him: To get past its defense, you will need to do Action Command hits. If your timing is good, this fight is a snap!

Koopa Bros

Unknown Stats

How to Beat Them: Knock the stack of Koopas over with your hammer. Once they are on the ground, flip them over with jumps. Focus on them one at a time and you will be able to defeat them.



Mt. Rugged

1. Board the train from Toad Town and head to Mt. Rugged. Use Bombette to remove the boulder that's blocking the way.
2. Meet Parakarry and he will join your party. You will need to use him to cross some chasms.
3. Follow the signs to reach a bridge leading to Dry Dry Desert. While you're on the bridge, you will be attacked by a strange bird.

Buzzar

40 HP 3 Ap 0 Dp

How to Beat Her: Use attacks that can shrink her to cut down the damage you'll have to take. Be prepared to fend off her wind attacks.

Dry Dry Desert

1. Speak with Kolorado, who will be in a tent near where you enter the desert.
2. Follow the sandy path until you reach Dry Dry Outpost.
3. If you want to save some time, travel three desert regions south of the Dry Dry Outpost to find an oasis. Pick up a Lemon that you can whack from one of the trees.

Dry Dry Outpost

1. Talk to the strange Mouse who works on the eastern side of the Outpost. Give him a lemon and talk about Moustafa.
2. Per the Mouse's directions, enter the shop and buy a Dried Shroom and then a Dusty Hammer. The shopkeeper will tell you how to find Moustafa.
3. Climb the roofs on the eastern

side of town by entering the open doorway. In a room on one of the roofs is Moustafa. He will give you the Pulse Stone, which will guide you to the Dry Dry Ruins.

4. Have Merlee cast a spell on you.

Dry Dry Ruins

1. Use the Pulse Stone to find the ruins.
2. You will need to drain the sand from several rooms in order to solve many of the puzzles here.
3. Look for the Super Hammer and use it to smash the blocks that bar your path.
4. You will need to use Bombette to blow through some of the weaker walls in this dungeon.
5. Collect the three treasures in the dungeon and place them in the Stone Chomps in the order that's depicted on a nearby hieroglyph.
6. After you have placed the treasures, you can fight the boss.

Tutankooa

30 HP 3 Ap 0 Dp

How to Beat Him: Use the Quake Hammer attack to maul him and the Chomps that he summons!

Forever Forest

1. Head back to Toad Town and exit through the gateway that leads into the Forever Forest.
2. To get through the forest, you will need to follow these specific directions (if you leave through the wrong exit, you will be taken back to the start of the forest):
 - A. Head down the path that has the strange noises...
 - B. Go down the path by the tree with red eyes.
 - C. The next path has flowers that do not spin very well.
 - D. The cackling tree shows the way to the next proper path.
 - E. Go down the path shown by the large number of rapidly flickering mushrooms.
 - F. The next proper path has flowers that do not wilt. Once you head down this path you will come to a sign that welcomes you to Boo's Mansion.

Boo's Mansion

1. On the second floor, check the middle cupboard. Play a guessing game with the ghosts that come out and you'll acquire the record.
2. Play the record in a nearby room and you will be able to lure a Boo away from a chest containing a Weight.
3. Jump on the oddly colored cushion on the couch in the main room. Place the weight on the chandelier to open a secret passage.
4. Play another ghost guessing game to win the Super Boots.

5. Break the floor to find yourself in the library. Collect the Boo's Portrait.

6. Give the Boo's Portrait to the Boo on the second floor.

7. On the third floor, talk to the ghost, Bow—she will join your party.

8. With Bow on your side, you will be able to leave the Mansion property via the gate on the east.

Gusty Gulch

1. Head through Gusty Gulch until you reach the Boo town. When Tubba Blubba appears, use Bow's abilities to turn Mario invisible. When he leaves, head to his castle.

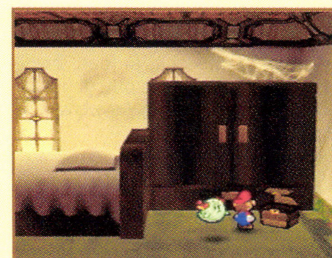
Tubba Blubba's Castle

1. The foyer of the castle has some security robots that will throw you out if they see you. Use Bow's powers to turn Mario invisible so you can sneak past.
2. Unless you want to fight a lot, you will need to carefully sneak past all of the sleeping guards.
3. Grab the key from the left section of the castle and climb up to the second floor. Unlock the door at the far end to proceed.
4. In the room where Tubba Blubba appears, turn invisible and wait for him to pass by you.
5. Grab the key from a nearby room and unlock the door to Tubba's bedroom. Next to Tubba's bed is the Mystical Key—grab it and escape from the castle.
6. Flee to the Windmill—inside you will find Tubba Blubba's heart.

Tubba Blubba's Heart

50 HP 6 Ap 0 Dp

How to Beat Him: Shrink this boss and he'll be a snap to beat. After you've weakened him enough, he'll run to his body. Don't worry, he'll still have what ever HPs you left him with.

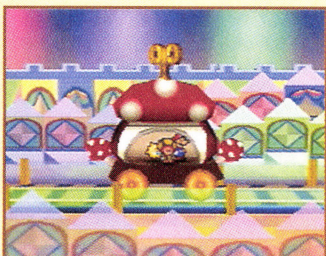




Walk-through continued...

Shy Guy's Toy Box

1. In Toad Town, enter the abandoned building and use Bow to turn invisible, then wait for the Shy Guy to reveal where the secret passage that leads to the Toy Box is.
2. From the Blue Station, head to the passageway on the left. At the end of the corridor is the Storeroom Key. Grab it and return it to the shopkeeper in Toad Town. He will give you access to the storeroom. Collect the Toy Train inside, then throw it into the Toy Box.
3. Collect the Cake Mix in Blue Station and the Frying Pan in Pink Station. Take these items to Miss Tayce T. and she will make a Cake for you. Give the cake to Gourmet Guy in the Pink Station area. You will acquire a Cook Book for Miss Tayce T. when he leaves.
4. In Green Station, hit the colored blocks in the order that's depicted on the back wall.
5. To get past the conveyor belts in the Green Station area, have Bow turn Mario invisible.
6. The boss will be in Red Station.



General Guy

30 HP 4 Ap 2 Dp

How to Beat Him: After you beat his minions, General Guy will attack you. He has powerful electrical attacks, but you can put an end to them if you break the light bulb on the back of his tank. With his primary attack gone, he'll be a sitting duck!

Lavalava Island

1. Head to the docks in Toad Town. If you help the whale out, you will be able to ride him to Lavalava island.

Yoshi's Village

1. Talk to the town elder of Yoshi's Village.
2. When the kids disappear, head out to the jungle to save them.

Jade Jungle

1. Your first order of business is to find the tree that Sushie the fish is trapped in. Use your hammer to whack her out of it and she will join your party.

2. Find the Fearsome Five:

- A. The first Yoshi Kid is trapped in a tree.
- B. The next is in a pipe that is hidden behind some plants.
- C. Another Yoshi Kid is hidden by the visible Star Piece.
- D. The next kid is hidden behind some bushes. You will hear him crying for help—use the sound to help you find him.
- E. The last kid needs to be saved from a pair of Putrid Piranhas, deep in the jungle.

3. Return the the village elder and get the Jade Raven Statue from him. Place the statue in the ruins in the jungle.

4. Head deeper into the jungle until you find Raphael the Raven. You will need to dam up geysers, pull on vines and search bushes in order to find him.

Mt. Lavalava

1. Mt. Lavalava requires a little gameplay to get through. Carefully jump across the platforms that span the lava or you'll get burned.
2. Push the movable blue blocks into the lava to make a dam. You will need to do this a second time to make a bridge to reach the Ultra Hammer.
3. Use the Ultra Hammer to smash the blocks that bar the way to the boulder room. Use the boulder to smash the way to the boss.

Lava Piranha

40 HP 5 Ap 0 Dp

How to Beat Him: Use attacks that hit all enemies at once to take out him and his buds (no pun intended...). After you do enough damage, it may seem as if you've won. Lava Piranha will come back, and when he does, he will be on fire. Use Sushie's Tidal Wave to douse the flames while you keep attacking with Mario.

4. After the boss has been destroyed, you will find that a new enemy has appeared on the Pleasant Path. Defeat this guy before he causes more trouble.

Kent C. Koopa

70 HP 10 Ap 6 Dp

How to Beat Him: Unless you know his weakness, he's impossible to defeat! Put him to sleep with the Lullaby, then flip him over onto his back. Once he's flipped and sleeping, you'll have a few turns to damage him without fear. Just keep putting him to sleep...

Flower Fields

1. To enter Flower Fields, you will

need to give all four of the Magical Seeds to the Minh T. who works the garden. Here's where to find all of them:

- A. Near the gate leading to the Forever Forest.
- B. On a cliff in Mt. Rugged.
- C. In the middle of the Forever Forest.
- D. On an island in the Jade Jungle.

2. To navigate the Flower Fields, you will need to give the proper berries to the plants of the same color.

3. After you've spoken to the sun, Lakilester will join your party.

4. Use Lakilester to get past the block puzzle. The trick to the puzzle is remembering that lakilester can float you over the thorny vines.

5. Whack the cloud machine until it is destroyed so the sun can rise.

6. Plant the Magical Bean using items that you can acquire from the three lovely flowers and you will be able to climb up to fight the boss of Flower Fields.

Huff N. Puff

60 HP 5 Ap 0 Dp

How to Beat Him: When you strike Huff N. Puff, little Tuff Puffs will come out of his body for every point of damage you did. Attack them before they get sucked into the boss's body, otherwise he'll heal up. Lakilester's Spiny Surge is ideal for getting rid of all of the Tuff Puffs so you can cut the big boss down to size.

Shiver City

1. Find the entrance into Shiver City through a blue door in the Toad Town Tunnels.

2. Talk to the Mayor, err... his remains.

3. Break the ice in the lake to grab the Warehouse Key. Enter the warehouse, then climb to the rooftop so you can jump to the chimney of Herringway's house next door. Enter the house through chimney so you can talk to Herringway, then head back to the mayor.

Starborn Valley

1. Scare off the fake giant ghost.

2. Talk to Merle to get a Scarf. Head back to Shiver City and talk to the Mayor for the Bucket. Place both on the snowmen to open the way that leads into the valley.

3. In the temple, look for a secret passage. Inside, acquire the Star Stone and place it in the pedestal.

Crystal Palace

1. Use the switch to change which doors you can access.

2. Look for sections of the walls where you can enter the "reflections."

3. Use Bombette to hit the switch so Mario can get past the revolving door.

4. Push the little statue and the big one will move as well...

5. Push the trio of statues onto the slots on the floor to move on.

Crystal King

70 HP 6 Ap 2 Dp

How to Beat Him: This boss will make clones of himself, so only use attacks that hit all enemies on the screen. If you keep revealing his form, he'll spend all of his time trying to clone himself again. Have patience and whittle him down.

Bowser's Castle

1. Use the Shooting Star Summit to reach Bowser's Castle. You will need to use Watt to light the way through the darkness and Parrakarry to get you over the pits.

2. You will need to pull on some chains to fill a room with water. Use Sushie reach the chains as the water level changes.

3. You will be asked questions by one of the doors that look like Bowser. Answer correctly to move onward.

- A. Three
- B. Red Shy Guys
- C. Red Shy Guys
- D. Two
- E. Four
- F. Bob-ombs
- G. Purple

4. In the endless hallway, you will need to look at the pattern of the torches in the background to help you find the way out.

Princess Peach's Castle

Bowser

50 HP 3 Ap 1 Dp

How to Beat Him: This fight against Bowser will seem too easy—that's because this isn't the final battle. Enter this battle with all of your most aggressive badges.

Bowser

99 HP 3 Ap 1 Dp

How to Beat Him: You will need to be fully stocked with Healing items and Badges that increase your attack. This last battle is a marathon, although Princess Peach will help out a bit. Just keep pounding Bowser with your strongest attacks and you'll win.

Star Piece List: How to Find All 160!



Goomba Village

- **Star Piece 1:** You will find the Star Piece on a ledge by the Hammer.
- **Star Piece 2:** Stomp the area where Mario fell.
- **Star Piece 3:** Stomp where the veranda fell.
- **Star Piece 4:** Find Goombaria's Dolly and give it to her.



Goomba Road

- **Star Piece 5:** Whack the tree next to Goomba King's fortress.
- **Star Piece 6:** Stomp the earth near Goomba King's fortress.



Toad Town

- **Star Piece 7:** Stomp the grassy area in front of the Dojo.
- **Star Piece 8:** There's a well hidden Star Piece in the Toad Town Tunnels.
- **Star Piece 9:** A tree near Merlon's house hides a Star Piece.
- **Star Piece 10:** Return Russ T.'s stolen dictionary.
- **Star Piece 11:** Use Sushie to swim to a Star Piece in a backyard.
- **Star Piece 12:** Return the stolen Mail Bag to the Post Office.
- **Star Piece 13:** Stomp near the area where Fice T. guards the forest.
- **Star Piece 14:** There's a hard-to-reach Star Piece by the Save at the docks.
- **Star Piece 15:** Stomp the ground near the train tracks.
- **Star Piece 16:** Buy this piece from Rip Cheato in the tunnels.
- **Star Piece 17:** Buy this piece from Rip Cheato in the tunnels.
- **Star Piece 18:** Buy this piece from Rip Cheato in the tunnels.



Shooting Star Summit

- **Star Piece 19:** Walk behind the summit itself to find a piece.
- **Star Piece 20:** Stomp the first step leading up to the summit.
- **Star Piece 21:** Stomp after you cross to the right of the bridge.
- **Star Piece 22:** Stomp outside of the Merluvlee's house.



Pleasant Path

- **Star Piece 23:** Kick Kooper across to a piece on an island.
- **Star Piece 24:** Smack a tree outside of the Koopa Bros. Fortress.
- **Star Piece 25:** Stomp between the three "candy canes."
- **Star Piece 26:** Stomp the ground right after the long bridge.



Koopa Village

- **Star Piece 27:** Stomp the ground in front of the village's shop.
- **Star Piece 28:** Look for a piece high above the grass on a block.



Mt. Rugged

- **Star Piece 29:** This one is on a ledge near Buzzar.
- **Star Piece 30:** Use Parakarry to reach the ledge.
- **Star Piece 31:** Stomp near one of the Save Points.



Dry Dry Desert

- **Star Piece 32:** There is a place to stomp in the middle of the desert
- **Star Piece 33:** Give Kolorado the Artifact for this piece.



Dry Dry Outpost

- **Star Piece 34:** This piece is on top of a house!



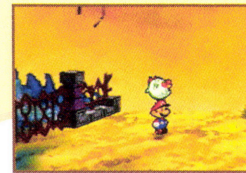
Dry Dry Ruins

- **Star Piece 35:** One of the sand rooms hides a Star Piece.



Boo's Mansion

- **Star Piece 36:** Look for a piece hidden in the room with the boots.
- **Star Piece 37:** The room with the Portrait hides a piece.
- **Star Piece 38:** Look under a rug on the second floor.
- **Star Piece 39:** Look under the rug on the first floor.
- **Star Piece 40:** Stomp the ground downstairs near the shop.



Gusty Gulch

- **Star Piece 41:** This Star Piece is carefully hidden behind a rock.
- **Star Piece 42:** Stomp once you first pass through the gate.



Tubba Blubba's Castle

- **Star Piece 43:** This piece is on the table in the dining room.
- **Star Piece 44:** Another piece can be found on a shelf.



Shy Guy's Toy Box

- **Star Piece 45:** In Blue Station in front of a Toad.
- **Star Piece 46:** In Red Station in front of a Toad.
- **Star Piece 47:** In Green Station in front of a Toad.
- **Star Piece 48:** In Pink Station in front of a Toad.
- **Star Piece 49:** Look on a roof near the giant dollhouse.
- **Star Piece 50:** This Star Piece is hidden behind a big green block.
- **Star Piece 51:** You'll find this piece in a dead end east of Green Stat.



Jade Jungle

- **Star Piece 52:** Stomp the ground near the trio of piranha plants.
- **Star Piece 53:** Use Sushie to swim to a small island with a piece on it.



Super Block Locations

Power-up Your Partners: There are 16 Super Blocks hidden in Paper Mario. Each block will allow you to upgrade one member of your party. You will need the Ultra Stone in order to upgrade each of them a second time. Here's where to find the hidden Super Blocks:

1. There is a Super Block near the entrance to Mt. Rugged.
2. Search out the desert oasis in Dry Dry Desert.
3. Dry Dry Ruins hides a Super Block in its depths.
4. Use the Super Hammer to break down the blocks that bar your way into the Toad Town Tunnels. The next Super Block is inside, within reach.
5. The next Super Block is inside of Tubba Blubba's Castle.
6. Look for the next Super Block in the Shy Guy's Toy Box. It will be near where you find the Deep Focus Badge.
7. An island in the Jade Jungle hides another Super Block.
8. Inside of Mt. Lavalava, you will need to jump off of a rappel line to reach the Super Block.
9. Another Super Block is inside Mt. Lavalava. You find this one in a dead end at the end of some nasty fire traps.
10. The first area in Toad Town that Mario saw has a watery area that hides a secret pipe. Ride Sushie to reach the pipe, and look inside for the Super Block.
11. The Toad Town Tunnels hides a second Super Block in its depths—it will be in a spot where you'll need to break the Metal Blocks in your way.
12. Even further into the depths of the Toad Town tunnels is a third Super Block.
13. This Super Block is near the block puzzle in Flower Fields.
14. Check the area with the giant thorny vine for another Super Block.
15. The fourth of the Super Blocks hidden in the Toad Town Tunnels can be found at the entrance to Shiver City.
16. Shiver Mountain hides another Super Block—it is just above where you find the Pebble on the ground.

Star Piece List *continued...*

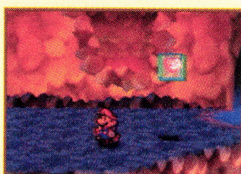
Jade Jungle

- **Star Piece 54:** Use Sushie to collect a piece that is underwater.
- **Star Piece 55:** Stomp the ground on the beach.



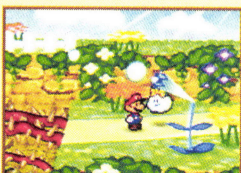
Yoshi's Village

- **Star Piece 56:** Stomp the ground in front of the big statue.



Mt. Lavalava

- **Star Piece 57:** Look in the room with the Super Block.
- **Star Piece 58:** Check the stairs leading to the boss.



Flower Fields

- **Star Piece 59:** On a cliff just above the Bubble Berry Tree.
- **Star Piece 60:** Stomp the ground near Petunia.
- **Star Piece 61:** Search near the Blue Tree in the shrubbery.
- **Star Piece 62:** Search for a piece near the Sun's tower.
- **Star Piece 63:** Look near the Super Block.
- **Star Piece 64:** Search near the yellow tree.



Shiver City

- **Star Piece 65:** Stomp the ground next to the mayor's house.



Shiver Snowfield

- **Star Piece 66:** Stomp in front of the row of snowmen.



Shiver Mountain

- **Star Piece 67:** Jump off of the cliff by the Save Point.



Crystal Palace

- **Star Piece 68:** Walk outside through the alternate entrance.
- **Star Piece 69:** Stomp near the Small Statue.
- **Star Piece 70:** Stomp near the Large Statue.

The Remaining Star Pieces

- **Star Pieces 71-85:** If you fulfill all of Koopa Koot's crazy errands, he'll give you Star Pieces in clusters of three. It's a lot of work, sure, but it's well worth the effort.
- **Star Pieces 86-97:** Find and deliver all of the letters and you will be able to earn a few more Star Pieces. Don't worry—finding out where each letter goes is easy.
- **Star Pieces 98-160:** Chuck Quizmo will reward you with a Star Piece for each answer you get correct. If you need help in this department, the last page of this guide will give you the answers to all of his questions.



Badge Guide: Where to Get All 80 (and what they do)!

1. Power Jump	1 BP	Where: Goomba Village
Effect: Mario stomps on a single enemy using a lot of attack power.		
2. Mega Jump	3 BP	Where: Shiver Mountain
Effect: Mario stomps on a single enemy using tons of attack power.		
3. Multibounce	1 BP	Where: Rowf's Badge Shop
Effect: Jumps on all enemies in a row if the action command it timed right.		
4. Jump Charge	1 BP	Where: Rowf's Badge Shop
Effect: When charged, Mario's Jump power goes up by 2.		
5. Shrink Stomp	1 BP	Where: Toad Town Tunnels
Effect: If it works, the enemy Mario stomps on shrinks.		
6. Sleep Stomp	1 BP	Where: Rowf's Badge Shop
Effect: If it works, the enemy Mario jumps on falls asleep for a bit.		
7. Dizzy Stomp	1 BP	Where: Mt. Lavalava
Effect: If it works, the enemy Mario jumps on becomes dizzy.		
8. D-Down Jump	2 BP	Where: Tubba Blubba's Castle
Effect: Disables an enemy's defense Power and causes some damage.		
9. Power Bounce	2 BP	Where: Koopa Bros. Fortress
Effect: Jumps on one enemy continuously until you miss a command.		
10. Power Smash	1 BP	Where: Toad Town Tunnels
Effect: Hammers an enemy using lots of attack power.		
11. Mega Smash	3 BP	Where: Flower Fields
Effect: Hammers an enemy with a huge amount of attack power.		
12. Spin Smash	1 BP	Where: Rowf's Badge Shop
Effect: If Mario hits an enemy, it smashes into the ones behind it.		
13. Quake Hammer	1 BP	Where: Mt. Rugged
Effect: Slightly damages all enemies on the ground or ceiling.		
14. Power Quake	2 BP	Where: Jade Jungle
Effect: Greatly damages all enemies on the ground or ceiling.		
15. Mega Quake	3 BP	Where: Rowf's Badge Shop
Effect: Severely damages all enemies on the ground or ceiling.		
16. Hammer Throw	2 BP	Where: Goomba Road
Effect: Hits one enemy with the hammer, no matter where the enemy is.		
17. D-Down Pound	2 BP	Where: Rowf's Badge Shop
Effect: Disables an enemy's defense power and injures it.		
18. Double Dip	1 BP	Where: Rowf's Badge Shop
Effect: During battle, lets you use two items during one turn.		
19. Group Focus	2 BP	Where: Rowf's Badge Shop
Effect: Lets Mario's party members use the Focus command, as well.		
20. Quick Change	4 BP	Where: Merlon's House
Effect: During battle, lets you change your party member instantly.		
21. Dodge Master	2 BP	Where: Rowf's Badge Shop
Effect: Makes the action command work more frequently.		
22. Happy Heart	3 BP	Where: Merluvlee's House
Effect: Restores HP automatically during battle at a slow rate.		
23. Happy Heart	3 BP	Where: Jade Jungle
Effect: Restores HP automatically during battle at a slow rate.		
24. Happy Flower	3 BP	Where: Merluvlee's House
Effect: Restores FP automatically during battle at a slow rate.		
25. Happy Flower	3 BP	Where: Jade Jungle
Effect: Restores HP automatically during battle at a slow rate.		
26. Deep Focus	1 BP	Where: Peach's Castle
Effect: When using Focus, charges Star Energy more than usual.		
27. Deep Focus	1 BP	Where: Bowser's Fortress
Effect: When using Focus, charges Star Energy more than usual.		
28. Deep Focus	1 BP	Where: Shy Guy's Toy Box
Effect: When using Focus, charges Star Energy more than usual.		
29. HP Plus	3 BP	Where: Pleasant Path
Effect: Increases maximum HP by 5.		
30. HP Plus	3 BP	Where: Rowf's Badge Shop
Effect: Increases maximum HP by 5.		
31. HP Plus	3 BP	Where: Forever Forest
Effect: Increases maximum HP by 5.		
32. FP Plus	3 BP	Where: Rowf's Badge Shop
Effect: Increases maximum FP by 5.		
33. FP Plus	3 BP	Where: Pleasant Path
Effect: Increases maximum FP by 5.		
34. FP Plus	3 BP	Where: Forever Forest
Effect: Increases maximum FP by 5.		
35. Flower Saver	6 BP	Where: Merluvlee's House
Effect: During battle, saves 1 FP every time you attack.		

36. Flower Saver	6 BP	Where: Flower Fields
Effect: During battle, saves 1 FP every time you attack.		
37. Power Plus	6 BP	Where: Merluvlee's House
Effect: Increases Mario's Jump and Hammer attack powers by 1.		
38. Power Plus	6 BP	Where: Shy Guy's Toy Box
Effect: Increases Mario's Jump and Hammer attack powers by 1.		
39. Defend Plus	6 BP	Where: Shy Guy's Toy Box
Effect: Decreases the damage that Mario takes by 1.		
40. Damage Dodge	3 BP	Where: Rowf's Badge Shop
Effect: If you do the action command, decreases Mario's damage by 1.		
41. Damage Dodge	3 BP	Where: Mt. Rugged
Effect: If you do the action command, decreases Mario's damage by 1.		
42. P-Down, D-Up	2 BP	Where: Crystal Palace
Effect: Decreases attack power by 1. Increases defense power by 1.		
43. P-Up, D-Down	2 BP	Where: Crystal Palace
Effect: Increases attack power by 1. Decreases defense power by 1.		
44. HP Drain	3 BP	Where: Merluvlee's House
Effect: Every attack turn, Mario's HP goes up by 1. Lose 1 Attack Power.		
45. All or Nothing	4 BP	Where: Rowf's Badge Shop
Effect: If you use action command, Mario's attack goes up 1. Don't miss...		
46. Mega Rush	1 BP	Where: Tubba Blubba's Castle
Effect: When Mario's in peril, his attack power goes up by 4.		
47. Close Call	1 P	Where: Goomba's Road
Effect: When Mario's in Danger, enemies sometimes fail to attack.		
48. Pretty Lucky	3 BP	Where: Merluvlee's House
Effect: Makes enemies fail to attack Mario every once in awhile.		
49. Ice Power	2 BP	Where: Shy Guy's Toy Box
Effect: Increases attack power against fire enemies by 2.		
50. Fire Shield	2 BP	Where: Mt. Lavalava
Effect: Makes the damage Mario takes from fire attacks go down by 1.		
51. Spike Shield	2 BP	Where: Dry Dry Ruins
Effect: Lets Mario jump on a spiked enemy without taking damage.		
52. Feeling Fine	3 BP	Where: Merluvlee's House
Effect: Protects Mario from poisoning and dizziness during attack.		
53. Zap Tap	4 BP	Where: Merluvlee's House
Effect: In battle, makes most enemies who touch Mario take damage.		
54. Heart Finder	3 BP	Where: Merluvlee's House
Effect: Makes beating an enemy, makes more hearts appear than usual.		
55. Flower Finder	3 BP	Where: Merluvlee's House
Effect: After beating an enemy, makes more flowers appear than usual.		
56. Money Money	7 BP	Where: Merluvlee's House
Effect: After a battle, lets Mario get twice as many coins as usual.		
57. Pay-Off	2 BP	Where: Merluvlee's House
Effect: The more damage Mario takes, the more coins he receives.		
58. I Spy	1 BP	Where: Rowf's Badge Shop
Effect: A sound and icon alert you to a nearby hidden panel.		
59. Chill Out	2 BP	Where: Merluvlee's House
Effect: Keeps you from being hit by a First Strike.		
60. Speedy Spin	1 BP	Where: Rowf's Badge Shop
Effect: Increases the distance Mario can Spin Dash.		
61. Dizzy Attack	2 BP	Where: Koopa's Village
Effect: delivers a blow that makes a enemy dizzy and unable to move.		
62. Dizzy Attack	2 BP	Where: Pleasant Path
Effect: delivers a blow that makes a enemy dizzy and unable to move.		
63. Spin Attack	3 BP	Where: Dry Dry Desert
Effect: Lets Mario destroy a weaker enemy with a spinning move.		
64. First Attack	1 BP	Where: Rowf's Badge Shop
Effect: Lets Mario destroy a weaker enemy with a First Strike.		
65. Bump Attack	5 BP	Where: Toad Town Tunnels
Effect: Lets Mario destroy a weaker enemy in the field by hitting it.		
66. Attack FX A	0 BP	Where: Merluvlee's House
Effect: Changes the sound effects when Mario's attacking.		
67. Attack FX B	0 BP	Where: Pleasant Path
Effect: Changes the sound effects when Mario's attacking.		
68. Attack FX C	0 BP	Where: Dry Dry Desert
Effect: Changes the sound effects when Mario's attacking.		
69. Attack FX D	0 BP	Where: Toad Town, Club 64
Effect: Changes the sound effects when Mario's attacking.		
70. S. Smash Chg.	2 BP	Where: Rowf's Badge Shop
Effect: When supercharged, Mario's Hammer power goes up by 3.		

Badge Guide continued...

71. Refund	1 BP	Where: Koopa Bros. Fortress
Effect: Returns some coins to Mario when an item is used.		
72. Runaway Pay	2 BP	Where: Dry Dry Desert
Effect: Mario can earn Star Points if he runs from battle.		
73. Jump Charge	1 BP	Where: Rowf's Badge Shop
Effect: When charged, Mario's Jump power goes up by 2.		
74. Triple Dip	3 BP	Where: Crystal Palace
Effect: During battle, lets you use three items during one turn.		
75. Peekaboo	3 BP	Where: Merluvlee's House
Effect: Makes it possible to see your enemy's HP.		
Last Stand	1 BP	Where: Princess Peach's Castle
Effect: When Mario's in Danger, enemies cause half damage.		
76. Spin Smash	? BP	Where: Rowf's Badge Shop
Effect: If Mario hits an enemy, it smashes into the ones behind it.		
77. S. Jump Chg.	2 BP	Where: Cloudy Climb
Effect: When supercharged, Mario's Jump power goes up by 3.		
78. Smash Charge	1 BP	Where: Koopa Bros. Fortress
Effect: When charged, Mario's Hammer power goes up by 1.		
79. Slow Go	0 BP	Where: Dry Dry Ruins
Effect: Allows Mario to walk slowly.		
80. Power Rush	1 BP	Where: Princess Peach's Castle
Effect: If Mario is in danger, his attack damage goes up.		

Badge Strategies

The Right Combinations: By using the optimal selection of Badges, you can make your adventure go a whole lot easier. It all comes down to how you want to play. If you want to take on your enemies without fear, a Combat Set-up should be looked into. Running out of cash? No problem, simply set yourself up to earn more coins from your battles. There are almost an infinite number of ways to tweak Mario's abilities with the Badges. Your best bet is to stay away from over-specialization, like only having attacks that affect one type of enemy. Don't spread your specials between your hammer and jump attacks. Only build up one (your jumps.)

Combat Set-Up: This selection of Badges will allow you to wade into any combat and survive. You will be able to jump on any opponent and recover 2 HPs per turn. Any enemy physically attacking you will sustain damage from the precious Zap Tap Badge (something to acquire early.) This set-up also gives you a lot of healing flexibility.

1. Power Plus
2. Power Plus (more power!)
3. Double Dip
4. Spike Shield
5. Zap Tap
6. Double Dip
7. Happy Heart
8. Happy Heart (more health!)
9. Deep Focus
10. Group Focus



Treasure Hunter: If you want to have all of the Badges, you're going to need to be able to earn a lot of money and find a lot of Star Pieces. These Badges will let you make money rapidly and show you where all of the major secrets are. You will need to earn over 2,000 coins by the time you finish Paper Mario, so start saving up!

1. Money Money
2. I Spy
3. Pay-Off

Note: As you've probably noticed, this will leave a lot of Badge Points freed up for your use. Try equipping Happy Hearts so you do not waste money on healing items all of the time. See what combo works best for you...

Item List

Be Prepared: In the course of your journey, you will come across a variety of items. By knowing where they are and what they do, you will have a much easier time in the game.

What you Carry: You can only carry 10 items at once, so try to keep your inventory filled with items that focus on what your skills are lacking.

Store it Up: You can keep items at the shops so you do not have to lug them around the world. This is great for when you want to start experimenting with the various recipes.

- ☐ **Apple** **Where:** Boo's Mansion
Use: A tasty fruit. Restores 5 HP.
 - ☐ **Apple Pie** **Where:** Tayce T. in Toad Town
Use: A piping hot pie made by Tayce T. Restores 5 HP and 15 FP.
 - ☐ **Artifact** **Where:** Dry Dry Ruins
Use: A strange artifact found in Dry Dry Ruins.
-
- ☐ **Big Cookie** **Where:** Tayce T. in Toad Town
Use: A huge cookie baked by Tayce T. Restores 20 FP.
 - ☐ **Band Meal** **Where:** Tayce T. in Toad Town
Use: Boring food cooked by Tayce T. Restores 10 HP and 10 FP.
 - ☐ **Blue Berry** **Where:** Flower Fields
Use: A berry found in Flower Fields. Restores 5 FP.
 - ☐ **Boiled Egg** **Where:** Tayce T. in Toad Town
Use: Food cooked by Tayce T. Restores 8 HP and 8 FP.
 - ☐ **Boo's Portrait** **Where:** Boo's Mansion
Use: A portrait of an old male Boo.
 - ☐ **Bubble Berry** **Where:** Flower Fields
Use: A berry found in Flower Fields. Restores 5 HP.
-
- ☐ **Cake** **Where:** Tayce T. in Toad Town
Use: A tasty cake baked by Tayce T. Restores 15 FP.
 - ☐ **Cake Mix** **Where:** Shy Guy's Toy Box
Use: A mix used to bake tasty cakes. Restores 1 FP.
 - ☐ **Calculator** **Where:** Shy Guy's Toy Box
Use: The calculators from Rowf's Badge Shop. Return it to him.
 - ☐ **Coconut** **Where:** Yoshi's Village
Use: A coconut from Lavalava island. Throw it to damage 1 enemy.
 - ☐ **Coco Pop** **Where:** Tayce T. in Toad Town
Use: A chocolate lollipop made by Tayce T. Restores 3 HP and 15 FP.
 - ☐ **Cookbook** **Where:** Shy Guy's Toy Box
Use: Gourmet Guy's Cookbook. Give it to someone who cooks...
 - ☐ **Crystal Ball** **Where:** Dry Dry Outpost
Use: A gorgeous crystal ball. Give it to Merluvlee.
 - ☐ **Crystal Berry** **Where:** Flower Fields
Use: A glittering berry made of crystal.
-
- ☐ **Deluxe Feast** **Where:** Tayce T. in Toad Town
Use: A sumptuous banquet made by Tayce T. Restores 40 HP and 40 FP.
 - ☐ **Diamond Stone** **Where:** Dry Dry Ruins
Use: A star-shaped stone found in Dry Dry Ruins.
 - ☐ **Dictionary** **Where:** Shy Guy's Toy Box
Use: The scholar Russ T's dictionary. Return it to him.
 - ☐ **Diploma** **Where:** Toad Town Dojo
Use: Proof of Mario's strength. Now Mario is the strongest.
 - ☐ **Dizzy Dial** **Where:** Common item
Use: If it works, dazes and paralyzes all enemies briefly.
 - ☐ **Dolly** **Where:** Goomba Village
Use: An adorable doll that looks exactly like Princess Peach.
 - ☐ **Dried Fruit** **Where:** Dry Dry Desert
Use: fruit found deep within Dry Dry Desert. Restores 15 HP.
 - ☐ **Dried Pasta** **Where:** Dry Dry Outpost
Use: Pasta from Dry Dry Outpost. Restores 3 HP and 2 FP.
 - ☐ **Dried Shroom** **Where:** Common item
Use: A very dry mushroom. Restores 1 HP.
 - ☐ **Dusty Hammer** **Where:** Common item
Use: A dusty old hammer. Throw it to damage an enemy.
-
- ☐ **Egg** **Where:** Mt. Rugged
Use: An egg of unknown origin. Restores 5 HP.
 - ☐ **Egg Missile** **Where:** Tayce T. in Toad Town
Use: Can be thrown at 1 enemy. Attack Power: 6.
 - ☐ **Electro Pop** **Where:** Tayce T. in Toad Town
Use: A tart lollipop made by Tayce T. Restores 15 FP.

- ❑ **Fabulous Scarf** **Where** Starborn Valley
Use: An ordinary scarf from Merle in Starborn Valley.
 - ❑ **Fertile Soil** **Where** Flower Fields
Use: Absolutely pollutant free. This smells like very good soil.
 - ❑ **Fire Flower** **Where** Common Item
Use: A flower that burns all enemies with Fireballs. Attack Power 3.
 - ❑ **Fire Pop** **Where** Tayce T. in Toad Town
Use: A hot lollipop made by Tayce T. that restores 20 FP. (-1 HP)
 - ❑ **First-Degree Card** **Where** Toad Town Dojo
Use: Proof of Mario's strength, won by defeating Chan at the Dojo.
 - ❑ **Fourth-Degree Card** **Where** The Toad Town Dojo.
Use: Proof of Mario's strength, or besting the Master at the Dojo.
 - ❑ **Fried Egg** **Where** Tayce T. in Toad Town
Use: Food cooked by Tayce T. Restores 10 HP.
 - ❑ **Fried Shroom** **Where** Tayce T. in Toad Town
Use: A snack made by Tayce T. Restores 6 HP and 2 FP.
 - ❑ **Fright Jar** **Where** Common item
Use: Makes a scary spirit appear and chase some enemies away.
 - ❑ **Frozen Fries** **Where** Tayce T. in Toad Town
Use: French fries made by Tayce T. that restores 15 FP.
 - ❑ **Frying Pan** **Where** Shy Guy's Toy Box
Use: Tayce T.'s Frying Pan. Return it to her.
-
- ❑ **Gold Credit** **Where** Koopa Koot
Use: A card Koopa Koot gave you. Use it to play in the Playroom.
 - ❑ **Goomnut** **Where** Goomba Village
Use: A special nut found only in Goomba Village. Restores 3 FP.
-
- ❑ **Hammer** **Where** Goomba Village
Use: Allows Mario to attack with a hammer.
 - ❑ **Healthy Juice** **Where** Tayce T. in Toad Town
Use: A special juice made by Tayce T. that recovers 40 FP.
 - ❑ **Honey Candy** **Where** Tayce T. in Toad Town
Use: A sweet candy made by Tayce T. that restores 20 FP.
 - ❑ **Honey Shroom** **Where** Tayce T. in Toad Town
Use: A sweet mushroom made by Tayce T. that restores 15 HP and 5 FP.
 - ❑ **Honey Super** **Where** Tayce T. in Toad Town
Use: Powerful honey made by Tayce T. that restores 10 HP and 50 FP.
 - ❑ **Honey Syrup** **Where** Common item
Use: Sweet honey syrup. Restores 5 FP.
 - ❑ **Honey Ultra** **Where** Tayce T. in Toad Town
Use: Great honey syrup made by Tayce T. that restores 50 HP and 5 FP.
 - ❑ **Hot Shroom** **Where** Tayce T. in Toad Town
Use: A snack made by Tayce T. Restores 15 HP and 5 FP.
-
- ❑ **Iced Potato** **Where** Shiver City
Use: A tough potato found in the Shiver Region. Restores 5 HP.
-
- ❑ **Jade Raven** **Where** Yoshi's Village
Use: The jade statue of a raven that Yoshi's Village Leader gave you.
 - ❑ **Jammin' Jelly** **Where** Tayce T. in Toad Town
Use: This rocking jelly restores 50 FP.
 - ❑ **Jelly Pop** **Where** Tayce T. in Toad Town
Use: A big lollipop made by Tayce T. Restores 64 FP.
 - ❑ **Jelly Shroom** **Where** Tayce T. in Toad Town
Use: A shroom made by Tayce T. that Restores 5 HP & 50 FP.
 - ❑ **Jelly Super** **Where** Tayce T. in Toad Town
Use: A special jelly that restores 10 HP & 50 FP.
 - ❑ **Jelly Ultra** **Where** Tayce T. in Toad Town
Use: The ultimate jelly that restores 50 HP ad 50 FP.
-
- ❑ **Kooky Cookie** **Where** Tayce T. in Toad Town
Use: A crazy cookie made by Tayce T. that recovers 15 FP.
 - ❑ **Koopa Leaf** **Where** Koopa Village
Use: A leaf found in Koopa Village. Restores 3 FP.
 - ❑ **Koopa Tea** **Where** Tayce T. in Toad Town
Use: Tea brewed by Tayce T. Restores 7 FP.
 - ❑ **Koopasta** **Where** Tayce T. in Toad Town
Use: Special pasta made by Tayce T. Restores 7 HP and 7 FP.
 - ❑ **Kooper's Shell** **Where** Koopa Village
Use: Kooper's blue shell.
-
- ❑ **Lemon** **Where** Dry Dry Desert oasis
Use: A fruit found in a desert oasis. Restores 1 HP and 2 FP.
 - ❑ **Lemon Candy** **Where** Tayce T. in Toad Town
Use: A candy made by Tayce T. Restores 5 HP and 15 FP.

- ❑ **Life Shroom** **Where** Common item
Use: A life-giving mushroom. Restores 10 HP when Marios HP hits 0.
 - ❑ **Lime** **Where** Dry Dry Desert oasis
Use: A fruit found in a desert oasis. Restores 3 FP.
 - ❑ **Lime Candy** **Where** Tayce T. in Toad Town
Use: A delicious candy that restores 20 FP.
 - ❑ **Lucky Star** **Where** Dry Dry Ruins
Use: A star-shaped pendant. Lets you use action commands.
 - ❑ **Lunar Stone** **Where** Dry Dry Ruins
Use: A crescent-shaped stone found in Dry Dry Ruins.
 - ❑ **Lyrics** **Where** Club 64 in Toad Town
Use: Show it to a composer somewhere in the world. (Dry Dry Outpost)
-
- ❑ **Magical Bean** **Where** Flower Fields
Use: A bean. It's twitching as if to say "Plant me this instant!"
 - ❑ **Magical Seed** **Where** Special: see section Bulb-ulbs.
Use: A seed. Have it planted in the Flower Garden in Toad Town.
 - ❑ **Mail Bag** **Where** Shy Guy's Toy Box
Use: A bag full of letters. Return it to the post office.
 - ❑ **Maple Shroom** **Where** Tayce T. in Toad Town
Use: A sugary mushroom made by Tayce T. Restores 5 HP and 10 FP.
 - ❑ **Maple Super** **Where** Tayce T. in Toad Town
Use: A powerful syrup made by Tayce T. that restores 10 HP and 10 FP.
 - ❑ **Maple Syrup** **Where** Common item
Use: Delicious maple syrup. Restores 10 FP.
 - ❑ **Maple Ultra** **Where** Tayce T. in Toad Town
Use: Made by Tayce T. this syrup restores 50 HP and 10 FP.
 - ❑ **Marvelous Bucket** **Where** Shiver City
Use: An ordinary bucket that the Shiver City Mayor gave you.
 - ❑ **Melody** **Where** Dry Dry Outpost
Use: Give to the Master Poet in Toad Town.
 - ❑ **Melon** **Where** Yoshi's Village
Use: A sweet fruit Yellow Yoshi gives you. Restores 15 HP.
 - ❑ **Miracle Water** **Where** Flower Fields
Use: Very cold water. It glitters in the sun.
 - ❑ **Mistake** **Where** Tayce T. in Toad Town
Use: This doesn't look very good! Restores 1 HP and 1 FP.
 - ❑ **Mushroom** **Where** Common item
Use: A regular mushroom. Restores 5 HP.
 - ❑ **Mystery?** **Where** Common item
Use: Who knows what it does... Take a chance and find out!
-
- ❑ **Nutty Cake** **Where** Tayce T. in Toad Town
Use: A nut cake baked by Tayce T. Restores 10 FP.
-
- ❑ **Pebble** **Where** Shiver Mountain
Use: A common pebble. Throw it to damage 1 enemy.
 - ❑ **Potato Salad** **Where** Tayce T. in Toad Town
Use: A side dish made by Tayce T. Restores 10 HP.
 - ❑ **POW Block** **Where** Common item
Use: Flips shell enemies and inflicts 2 damage points on all enemies.
 - ❑ **Pulse Stone** **Where** Dry Dry Outpost, from Moustafa.
Use: The closer you get to the Dry Dry Ruins, the faster it flashes.
 - ❑ **Pyramid Stone** **Where** Dry Dry Ruins
Use: A triangle-shaped stone found in Dry Dry Ruins.
-
- ❑ **Record** **Where** Boo's Mansion
Use: A record of upbeat music. How can you play this?
 - ❑ **Red Berry** **Where** Flower Fields
Use: A berry found in Flower Fields. Restores 5 FP.
 - ❑ **Repel Gel** **Where** Common item
Use: Makes Mario transparent and invulnerable for a short time.
-
- ❑ **Second-Degree Card** **Where** The Toad Town Dojo.
Use: Proof of Mario's strength, won by defeating Lee at the Dojo.
 - ❑ **Shooting Star** **Where** Common item
Use: Shooting stars that hit hit all enemies. Attack Power: 6.
 - ❑ **Shroom Cake** **Where** Tayce T. in Toad Town
Use: A mushroom-flavored cake. Restores 10 HP and 10 FP.
 - ❑ **Shroom Steak** **Where** Tayce T. in Toad Town
Use: A delicious steak made by Tayce T. Restores 30 HP and 10 FP.
 - ❑ **Silver Credit** **Where** Koopa Koot
Use: A card Koopa Koot gave you. Use it to play in the Playroom.
 - ❑ **Sleepy Sheep** **Where** Common item
Use: If it works, makes all enemies sleep for a little while.



Item List continued...

- ❑ **Sneaky Parasol** **Where** Peach's Castle
Use: A fabulous parasol given to quiz show participants.
 - ❑ **Snowman** **Where** Common item
Use: A snowman that crushes all enemies. Attack Power: 4.
 - ❑ **Spaghetti** **Where** Tayce T. in Toad Town
Use: A great dish made by Tayce T. that restores 6 HP & 4 FP.
 - ❑ **Special Shake** **Where** Tayce T. in Toad Town
Use: A shake made by Tayce T. that restores 20 FP.
 - ❑ **Spicy Soup** **Where** Tayce T. in Toad Town
Use: A hot soup made by Tayce T. that restores 4 HP & 4 FP.
 - ❑ **Star Stone** **Where** Shiver Mountain
Use: A stone. It opens the path to the Crystal Palace.
 - ❑ **Stinky Herb** **Where** Flower Fields
Use: This herb smells kind of bad... Restores 5 FP.
 - ❑ **Stone Cap** **Where** Common item
Use: Turns Mario to stone and makes him unable to move for awhile.
 - ❑ **Stop Watch** **Where** Common item
Use: If it works, paralyzes all enemies for a short time.
 - ❑ **Storeroom Key** **Where** Shy Guy's Toy Box
Use: A key to the storeroom in a Toad Town shop.
 - ❑ **Strange Cake** **Where** Tayce T. in Toad Town
Use: A mystery cake that can do many things.
 - ❑ **Strange Leaf** **Where** Boo's Mansion
Use: A very rare leaf. Restores 5 FP.
 - ❑ **Super Boots** **Where** Boo's Mansion
Use: Attack power of Mario's jump increases.
 - ❑ **Super Hammer** **Where** Dry Dry Ruins
Use: The attack power of Mario's hammer increases.
 - ❑ **Super Shroom** **Where** Common item
Use: A truly super mushroom. Restores 10 HP.
 - ❑ **Super Soda** **Where** Tayce T. in Toad Town
Use: A bubbly soda. Cures shrinking or poisoning and restores 5 FP.
 - ❑ **Sweet Shroom** **Where** Tayce T. in Toad Town
Use: A treat made by Tayce T. Recovers 30 HP and 20 FP.
-
- ❑ **Tasty Tonic** **Where** Tayce T. in Toad Town
Use: A very tasty tonic. Cures poisoning and shrinking.
 - ❑ **Third-Degree Card** **Where** The Toad Town Dojo.
Use: Proof of Mario's strength, for besting the Master at the Dojo.
 - ❑ **Thunder Bolt** **Where** Common item
Use: Lightning that strikes 1 enemy. Attack Power: 5.
 - ❑ **Thunder Rage** **Where** Common item
Use: Lightning that strikes all enemies. Attack Power: 5.
 - ❑ **Toy Train** **Where** In the back of a shop in Toad Town.
Use: A very well designed Toy Train. Could this be more than a toy?
-
- ❑ **Ultra Boots** **Where** Toad Town Tunnels
Use: The attack power of Mario's jump increases.
 - ❑ **Ultra Hammer** **Where** Mt. Lavalava
Use: The attack power of Mario's hammer increases.
 - ❑ **Ultra Shroom** **Where** Dry Dry Desert
Use: A powerful mushroom that recovers 50 HP.
 - ❑ **Ultra Stone** **Where** Mt. Lavalava
Use: A stone. Use it to ultra-rank one of your party members.
-
- ❑ **Volcano Vase** **Where** Mt. Lavalava
Use: A treasure found inside Mt. Lavalava. Give to Kolorado.
 - ❑ **Volt Shroom** **Where** Common item
Use: Electrifies Mario briefly and damages enemies who touch him.
-
- ❑ **Warehouse Key** **Where** Shiver City
Use: A key to the warehouse in Shiver City.
 - ❑ **Water Stone** **Where** Flower Fields
Use: A magical stone. Water springs from it.
 - ❑ **Weight** **Where** Boo's Mansion
Use: A very heavy weight. How can you use this?
 - ❑ **Whacka's Bump** **Where** Mt. Rugged
Use: A Whacka Bump from Mt. Rugged. Restores 25 HP and 25 FP.
-
- ❑ **Yellow Berry** **Where** Flower Fields
Use: A berry found in Flower Fields. Restores 3 HP and 3 FP.
 - ❑ **Yoshi Cookie** **Where** Tayce T. in Toad Town
Use: A delightful cookie made by Tayce T. Restores 15 HP and 15 FP.
 - ❑ **Yummy Meal** **Where** Tayce T. in Toad Town
Use: A meal made by Tayce T. Restores 20 HP and 20 FP.

Tayce T's Recipes

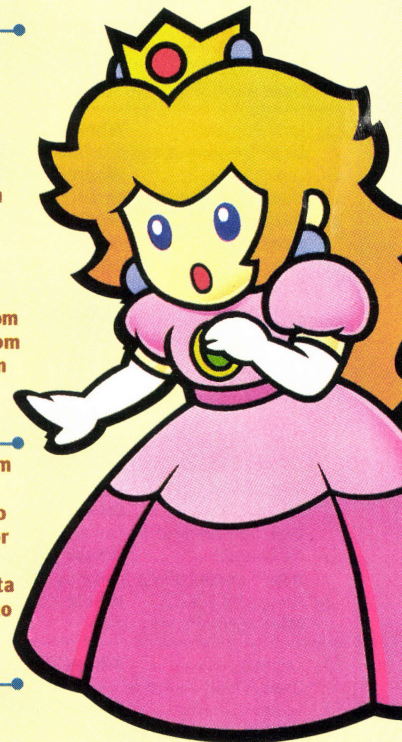
Upgrade Your Items for Free: In Toad Town there is a chef named Miss Tayce T. who can improve most food items so they are more effective. What makes this so wonderful is that she charges absolutely nothing for this service! She just loves to cook. When you first meet her, she will only be able make items that require only one ingredient. After you have given her Gourmet Guy's Cookbook, she will be able to combine two separate items together.

So Many Combinations: Although there are only 50 different recipes to find, multiple combinations of items will get the same result. This means that you'll have to spend days experimenting at Tayce T's house unless you want to cheat with this guide.



Mistakes Happen: If a combination doesn't work out, you will end up with a pathetic mistake that is practically worthless. Not even Tayce T. is perfect.

- | | |
|---|---|
| <p>01 Koopa Tea
■ Koopa Leaf</p> <p>02 Lime Candy
■ Lime + Cake Mix</p> <p>03 Volt Shroom
■ Dried Fruit + Mushroom
■ Dried Fruit + Super Mushroom
■ Dried Fruit + Ultra Shroom
■ Dried Fruit + Life Mushroom</p> <p>04 Life Shroom
■ Goomnut + Mushroom
■ Goomnut + Super Shroom
■ Goomnut + Ultra Shroom
■ Goomnut + Volt Shroom
■ Goomnut + Life Shroom
■ Koopa Leaf + Mushroom
■ Koopa Leaf + Super Shroom
■ Koopa Leaf + Ultra Shroom
■ Koopa Leaf + Volt Shroom
■ Koopa Leaf + Life Shroom
■ Strange Leaf + Mushroom
■ Strange Leaf + Super Shroom
■ Strange Leaf + Ultra Shroom
■ Strange Leaf + Life Shroom</p> <p>05 Yummy Meal
■ Potato Salad + Hot Shroom
■ Potato Salad + Spaghetti
■ Strange Leaf + Iced Potato
■ Ultra Shroom + Fire Flower
■ Ultra Shroom + Egg
■ Ultra Shroom + Dried Pasta
■ Ultra Shroom + Iced Potato</p> <p>06 Whacka's Bump
■ Dried Fruit + Iced Potato
■ Dried Pasta + Dried Fruit</p> | <p>07 Fried Egg
■ Egg</p> <p>08 Fire Flower
■ Strange Leaf + Dried Fruit</p> <p>09 Egg Missile
■ Egg + Fire Flower</p> <p>10 Thunder Rage
■ Volt Shroom + Dried Fruit</p> |
|---|---|



11 Super Soda

- Red Berry
- Blue Berry
- Yellow Berry
- Apple
- Jammin' Jelly
- Maple Syrup
- Honey Syrup
- Maple Syrup+ Lemon
- Maple Syrup+ Coconut
- Maple Syrup+ Koopa Leaf
- Maple Syrup+ Red Berry
- Maple Syrup+ Blue Berry
- Maple Syrup+ Yellow Berry
- Maple Syrup+ Apple
- Jammin' Jelly + Koopa Leaf
- Coconut + Melon
- Coconut + Blue Berry
- Coconut + Red Berry
- Coconut + Yellow Berry
- Coconut + Apple
- Coconut + Koopa Leaf
- Apple + Blue Berry
- Apple + Red Berry
- Apple + Yellow Berry
- Apple + Lemon
- Lemon + Blue Berry
- Lemon + Red Berry
- Lemon + Yellow Berry
- Lemon + Koopa Leaf
- Lime + Blue Berry
- Lime + Red Berry
- Lime + Yellow Berry
- Lime + Lemon
- Lime + Apple
- Lime + Koopa Leaf
- Lime + Maple Syrup
- Honey Syrup + Koopa Leaf
- Honey Syrup + Maple Syrup
- Blue Berry + Yellow Berry
- Red Berry + Yellow Berry
- Red Berry + Blue Berry

12 Hot Shroom

- Volt Shroom + Super Shroom
- Volt Shroom
- Life Shroom
- Mushroom + Volt Shroom
- Mushroom + Fire Flower
- Mushroom + Super Shroom
- Dried Shroom + Super Shroom
- Dried Shroom + Volt Shroom

13 Spaghetti

- Dried Pasta

14 Jelly Ultra

- Jammin' Jelly + Ultra Shroom

15 Jelly Super

- Jammin' Jelly + Super Shroom
- Jammin' Jelly + Life Shroom
- Jammin' Jelly + Volt Shroom

16 Honey Ultra

- Honey Syrup + Ultra Shroom

17 Honey Candy

- Cake Mix + Honey Syrup

18 Honey Shroom

- Honey Syrup + Mushroom

19 Apple Pie

- Cake Mix + Apple

20 Special Shake

- Jammin' Jelly + Blue Berry
- Jammin' Jelly + Red Berry
- Jammin' Jelly + Yellow Berry
- Jammin' Jelly + Lemon
- Jammin' Jelly + Lime
- Jammin' Jelly + Melon
- Jammin' Jelly + Apple
- Jammin' Jelly + Coconut
- Jammin' Jelly + Maple Syrup
- Jammin' Jelly + Honey Syrup
- Melon
- Melon + Blue Berry
- Melon + Red Berry
- Melon + Yellow Berry
- Melon + Lemon
- Melon + Lime
- Melon + Koopa Leaf
- Melon + Strange Leaf
- Melon + Apple
- Melon + Honey Syrup
- Melon + Maple Syrup

21 Shroom Steak

- Life Shroom + Mushroom
- Life Shroom + Super Shroom
- Life Shroom + Dried Shroom
- Ultra Shroom
- Ultra Shroom + Mushroom
- Ultra Shroom + Super Shroom
- Ultra Shroom + Dried Shroom
- Ultra Shroom + Volt Shroom
- Ultra Shroom + Life Shroom

22 Sleepy Sheep

- Strange Leaf + Blue Berry
- Strange Leaf + Red Berry
- Strange Leaf + Yellow Berry

23 Spicy Soup

- Fire Flower

24 Strange Cake

- Strange Leaf + Cake Mix

25 Jelly Pop

- Jammin' Jelly + Cake Mix

26 Kooky Cookie

- Cake Mix + Stinky Herb
- Cake Mix + Maple Syrup
- Cake Mix + Koopa Leaf

27 Electro Pop

- Cake Mix + Volt Shroom

28 Tasty Tonic

- Honey Syrup + Blue Berry
- Honey Syrup + Red Berry
- Honey Syrup + Yellow Berry
- Honey Syrup + Lemon
- Honey Syrup + Lime
- Honey Syrup + Apple
- Honey Syrup + Coconut
- Lemon
- Lime
- Coconut
- Bubble Berry

29 Jelly Shroom

- Jammin' Jelly + Mushroom

30 Dizzy Dial

- Strange Leaf + Volt Shroom
- Strange Leaf + Stinky Leaf

31 Boiled Egg

- Egg + Strange Leaf
- Egg + Stinky Herb

32 Maple Shroom

- Maple Syrup + Mushroom

33 Fire Pop

- Cake Mix + Fire Flower

34 Coco Pop

- Cake Mix + Coconut

35 Maple Super

- Maple Syrup + Super Shroom
- Maple Syrup + Life Shroom

36 Koopasta

- Koopa Leaf + Dried Pasta

37 Koopa Tea

- Koopa Leaf

38 Potato Salad

- Iced Potato

39 Shroom Cake

- Cake Mix + Mushroom
- Cake Mix + Super Shroom

40 Nutty Cake

- Goomnut

41 Maple Ultra

- Maple Syrup + Ultra Shroom

42 Sweet Shroom

- Cake Mix + Ultra Shroom
- Cake Mix + Life Shroom

43 Deluxe Feast

- Shroom Steak + Potato Salad
- Whacka's Bump + Strange Leaf

44 Healthy Juice

- Special Shake + Dried Shroom
- Special Shake + Stinky Herb
- Special Shake + Strange Leaf

45 Yoshi Cookie

- Cake Mix + Melon

46 Honey Super

- Honey Syrup + Super Shroom
- Honey Syrup + Volt Shroom
- Honey Syrup + Life Shroom

47 Big Cookie

- Cake Mix + Blue Berry
- Cake Mix + Red Berry
- Cake Mix + Yellow Berry
- Cake Mix + Egg
- Cake Mix + Goomnut

48 Fried Shroom

- Mushroom
- Super Shroom
- Dried Shroom
- Dried Shroom + Mushroom
- Dried Shroom + Fire Flower

49 Bland Meal

- Egg + Mushroom
- Egg + Super Shroom
- Egg + Life Shroom
- Koopa Leaf + Goomnut
- Koopa Leaf + Blue Berry
- Koopa Leaf + Red Berry
- Koopa Leaf + Yellow Berry
- Iced Potato + Mushroom
- Iced Potato + Super Shroom
- Iced Potato + Life Shroom
- Iced Potato + Volt Shroom
- Iced Potato + Egg
- Iced Potato + Cake Mix
- Iced Potato + Coconut
- Dried Pasta + Blue Berry
- Dried Pasta + Red Berry
- Dried Pasta + Yellow Berry
- Dried Pasta + Mushroom
- Dried Pasta + Super Shroom
- Dried Pasta + Life Shroom
- Dried Pasta + Volt Shroom
- Dried Pasta + Egg
- Dried Pasta + Iced Potato
- Dried Pasta + Strange Leaf
- Dried Pasta + Goomnut
- Dried Pasta + Coconut

50 Frozen Fries

- Iced Potato + Fire Flower

51 Cake

- Cake Mix



Quizmo's Answers

Earn 64 Star Pieces the Easy Way: Chuck Quizmo will ask 64 questions about people and places that you'll see in Paper Mario. You must be pretty observant, otherwise you're going to miss the question. Quizmo will randomly appear in each town, but if you keep on leaving and coming back, eventually he will reappear. Quizmo will always appear in the same places in town, and this makes finding him a little bit

easier once you are familiar with where he appears. Guess correctly and you'll earn a Star Piece!

Never Miss a Guess: Save right before you talk to Quizmo. This way, if you answer incorrectly, you can reset your N64 so you can talk to him again when you come back.

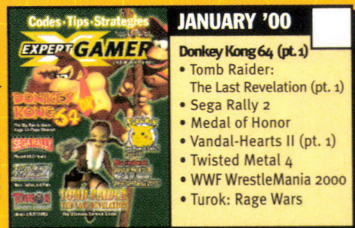
If All Else Fails: If you do not want to bother with Saving and quitting, you can always cheat and look at the answers below. Quizmo will always ask the questions in the order shown below. *Expert Gamer* took the time to find out all of the answers, so you can just sit back and breeze through his questions.

1. What is the name of Goombario's younger sister?
Answer: Goombaria
2. What is the color of the block you can break with the first hammer?
Answer: Yellow
3. What ability does Goombario frequently use?
Answer: Tattle
4. What color of pants was the Goomba King wearing?
Answer: Red and White
5. Which of Mario's battle commands is on the far left?
Answer: Strategies
6. How many windows does the Goomba house in Goomba Village have?
Answer: One
7. What's the name of the leader of the Red and Blue Goomba Bros?
Answer: Goomba King
8. What color are Luigi's pants?
Answer: Blue
9. How many members are in Goombario's family?
Answer: Six
10. What will you receive when you get the right answer in a quiz?
Answer: Star Piece
11. What is the name of the smart Toad living in Toad Town?
Answer: Russ T.
12. How many buildings are there in Koopa Village?
Answer: Six
13. Of the following, which is NOT a member of the Koopa Bros.?
Answer: Blue Ninjakoopa
14. How many coins are needed to buy a mushroom in Koopa Village?
Answer: 4 Coins
15. Where does Merluvlee, who tells fortunes about special things, live?
Answer: Shooting Star Summit
16. What is the name of the member who joined you at Koopa Bros. Fort?
Answer: Bombette
17. What is the color of Bowser's hair?
Answer: Red
18. How many Star Spirits do you have to save?
Answer: Seven
19. What's the name of the elderly Koopa Troopa who needs errands?
Answer: Koopa Koot
20. How many Bob-ombs were imprisoned with Bombette?
Answer: Four
21. Where is the house of the explorer Kolorado?
Answer: Koopa Village
22. What is the destination of the train that departs from Toad Town?
Answer: Mt. Rugged
23. What is the name of the fellow who sells badges in Toad Town?
Answer: Rowf
24. What treasure did Bowser steal from Star Haven?
Answer: Star Rod
25. What is the color of the roof of the house in Koopa Village where you can listen to the radio?
Answer: Blue
26. Who does Kooper Idolize?
Answer: Kolorado
27. What does Merlee of Dry Dry Outpost specialize in?
Answer: Casting Spells
28. Who hides inside of a coffin in Dry Dry Ruins?
Answer: Pokey Mummy
29. What do you get for trading Star Pieces to Merlow at the Summit?
Answer: Badges
30. Who knew the location of Dry Dry Ruins in Dry Dry desert?
Answer: Moustafa
31. When you want Tayce T to make Lemon Candy, what do you need?
Answer: Cake Mix
32. Who among the following lives in Forever Forest?
Answer: Oaklie
33. What are Boos, exactly?
Answer: Ghosts
34. What appears when you hit the Whacka living on Mt. Rugged?
Answer: Bump
35. Other than Lemons, what fruit drops at the Oasis?
Answer: Lime
36. What is the name of the person who can increase Mario's stats?
Answer: Chet Rippo
37. What ability does Bombette frequently use?
Answer: Bomb
38. What does Gourmet Guy like?
Answer: Cake
39. Who was the second companion to join your team?
Answer: Kooper
40. Who tried to steal coins from you in the desert?
Answer: Bandit
41. What is the name of the Star Spirit who can use Star Storm?
Answer: Skolar
42. What are addressed to your companions and send to the post office?
Answer: Letters
43. Among the following, which is NOT in Toad Town?
Answer: Mayor's House
44. What kind of book did Gourmet Guy drop?
Answer: Cooking
45. Who am I?
Answer: Chuck Quizmo
46. Where do I show up?
Answer: In towns and villages
47. What is the name of the plant in Jade Jungle that blows out stars?
Answer: Trumpet Plant
48. What color was the leader of Yoshi's Village?
Answer: Green
49. What is the name of the elderly man who tells fortunes?
Answer: Merlon
50. How many colors of Yoshis did you see in Yoshi's Village?
Answer: Six
51. How would the Yoshi Kids in Yoshi's Village describe Sushie?
Answer: Bossy
52. What building is across from the Toad Town post office?
Answer: Merlon's house
53. What kind of card do you get when you defeat Lee at the Dojo?
Answer: Second-Degree
54. What color is the brooch that Princess Peach wears?
Answer: Blue
55. Who gave you Miracle Water in Flower Fields?
Answer: Lily
56. What is the name of Lakilester's girlfriend?
Answer: Lakilulu
57. How do you make the pipe leading to the Playroom come out?
Answer: Hit a tree
58. Among the following, who is inside Club 64?
Answer: Pop Diva
59. Which of the following is something Shy Guys never do?
Answer: Sing
60. What best describes the relationship between Mario and Luigi?
Answer: Brothers
61. Among the following, who is found in Starborn Valley?
Answer: Ninji
62. How many companions do you travel with?
Answer: Eight
63. What is the name of the Star Kid who's always with Princess Peach?
Answer: Twink
64. How many Star Spirits have you saved in total?
Answer: Seven

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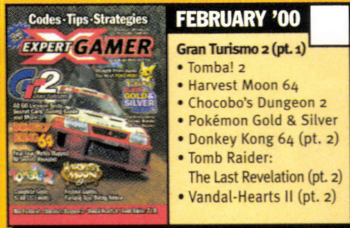
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 - Turok: Rage Wars

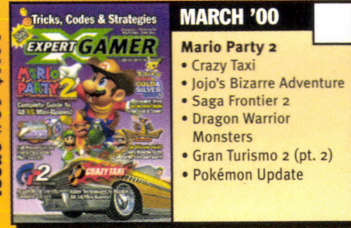
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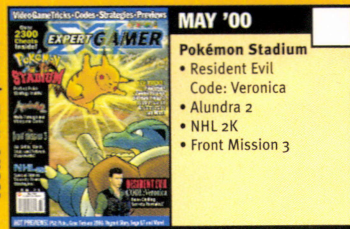
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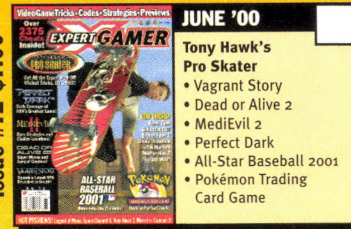
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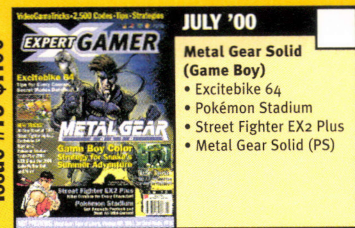
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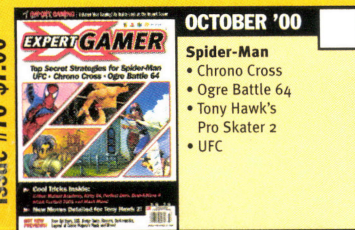
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 - UFC

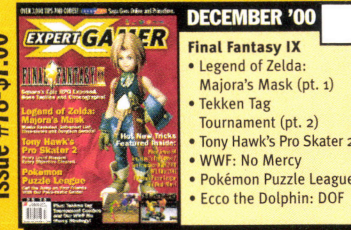
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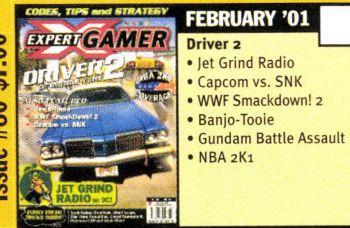
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Knock Some Heads...

by Andrew Baran
andy_baran@ziffdavis.com

The Bouncer is a strange game that really doesn't fit any specific genre. It most resembles a fighting game, but its story is more pronounced. Maybe a little too pronounced, as the story sometimes takes away from the game. Thank goodness you can skip the cinemas... This game offers a lot of replay, as you must build up your three fighters by earning experience. The replay is further enhanced because each character takes a slightly different path than the others. Factor in as few secret characters in a cool battle-royal multi-player mode, and you have a game that can hold your interest for a decent amount of time. Depending on how much of a hardcore fighting game fan you are, you'll either love or hate this game. I recommend you give it a chance and see what you think...

database

time to complete **2 Hours**
challenge **Easy**
best attack **3-Way**
best character **Kou**
best advice **Hog all of the experience points.**

also try **Oni**
system **PlayStation 2**
publisher **Square**
developer **Dream Factory**
www.Square.com



Walk-through

Battle #1: The Bar "Fate"

of Enemies: 5 MSF Agents

This is your introductory fight. Get used to the play mechanics and earn yourself some experience. It doesn't really matter if you win this fight or not—it's one of the few that you can actually lose without the game ending. Get a feel for what chains work best for the Bouncer you have chosen.

Battle #3: Central Station

of Enemies: 3 Security Guards

This battle is short but sweet. When this fight loads, you'll see your two allies already duking it out with the security guards that they've paired up with. One guard will confront you; ignore him and beat the tar out of the guards that your pals have already weakened. You'll need the experience.

Battle #2: Central Square

of Enemies: 5 MSF Agents

To get a really nice boost of experience right in the beginning of the game, try to lure two of the MSF agents to one of the fringe sections of the area. Whittle both of them down and beat them both together for a nice chain bonus. Your two allies should be busy while you try for the chain.

Battle #4: Train Depot

of Enemies: 5 Security Guards

More security guards crawl out of the woodwork to put the kibosh on your plans to rescue Dominique. Before you can sneak aboard the train, you'll need to take these guys down. Since you are being attacked by so many weak enemies, chaining their deaths for experience becomes easy.

Technique

Be a Vulture

Pay attention to the life of the enemies that your pals are fighting. When they drop into the red, finish them off so you'll get the EXP (otherwise, it'll all go to waste). Chain into them for more points.

Battle #5: MSD Cargo Train

of Enemies: 2 Waves of 3 Guards

Two more mini-fights against some Security Guards is all that stands between you and the first boss: Echidna. Use this battle to grab any extra experience that you can, because you'll need to be strong enough to take on the boss in the next fight.

Boss: Echidna

Battle #6: On the Train

of Enemies: 2 Security Guards and Echidna

Echidna flips around, so landing any hits on her will be difficult. Block the flurry of blows aimed at you and wait for an opening to strike—try to get behind her while she's occupied with your friends. You'll need to block most of her hits, as she can totally shred an unprepared player. This battle is tough, but take solace in the fact that you'll earn a lot of experience.



Battle #7: Limited Time

of Enemies: None

The train will crash in an explosive display unless you can find the keycard needed to disconnect the last car. There are three boxes in the train car. Open up all three, and the card will be in the last one you check. Hurry, otherwise the crash will make the next battle area more tense.



Battle #8: Mikado Tunnels

of Enemies: 5 Chiefs, 9 Guards

If you disconnected the train car, this area will be loaded with guards that are ripe with EXP. If not, you'll have to keep moving to avoid being trapped behind some shutters (getting trapped spells instant death). This area is vaguely maze-like, so try to keep your bearings.

Battle #9: The Carrier

of Enemies: 3 Carrier Soldiers
This battle is pretty simple. You only have three opponents; however, the area where you must fight is fairly close quarters. You can get by this easily enough with your allies' help, but if you want the EXP, you should at least get the kills by yourself.

Battle #10: Hanging Garden

of Enemies: 3 Mikado Special Forces (MSF), 2 Watch Dogs
When you reach the Hanging Garden, you will be attacked by watch dogs and special forces troops. This fight can be tough, so stick to the periphery so the numerous enemies don't gang up on you. The dogs, in particular, can be a real hassle.

Technique**Fighting Watch Dogs**

The watch dogs (and an upcoming panther) can only be hit with kicking moves. Kicks are the only attacks that strike low enough to hit these nasty creatures.

Boss: Mugetsu**Battle #11: Hanging Garden Pt2****# of Enemies: 4 MSFs and Mugetsu**

An emotionally messed-up agent called Mugetsu will attack you in the Hanging Garden. He moves quickly on his feet, but is susceptible to your attacks when he's getting up. Try to smack any MSFs who turn their backs to you. With the special forces out of the way, Mugetsu will hardly put up much of a fight when the three of you tag-team him.

**Boss: Dauragon****Battle #12: Crystal Dome****# of enemies: Dauragon and ??? (Kaldea)**

Dauragon is the big baddie of the game. He's protected by a strange panther, and he has a deadly arsenal of moves. You have two ways to beat him. Method 1: Block his flurry of strikes, and whoop him when he pauses. Method 2: Keep away from Dauragon until he turns his back to you. When his attention is elsewhere, beat him from behind.

**Separated...**

Three Different Paths: After your fight with Dauragon, the game will take a different path, depending on which character you choose. After this sequence, all three will meet up again and the game will continue along the same path...

Battle #13: Mikado Building**Sion's Path: Offices**

Sion must navigate a maze of corridors until he can find the executive floor. During the course of your search, you will face a new enemy called a P-101. This threat looks like a harmless service robot, but it's quite nasty. Use low strikes to knock it out. Eventually you will come to a computer...

Volt's Path: Enhancement Surgery Area

Volt's segment will offer you a chance to vent any pent-up frustration you may have. Lots of encounters will ensure that you'll be able to earn plenty of experience. You will face a lot of special forces a few MSF Elite. There are also a few P-101s that require some attention.

Kou's Path: Locker Room

If you play things smart, you don't have to fight. Instead, you will be able to sneak around disguised as one of the special forces. They use hand signals to communicate—the next page will detail all of the moves you need to know. Keep in mind that you may want to fight so you can earn more EXP.

Sion Barzhad**Using Him Effectively**

Overall, Sion is the most effective fighter in the game. Although he's rather wimpy from the outset, he builds up faster than the other characters. He also has some quick punch combinations that allow him to put up a wall of fists.

Utilize Sion's speed to get around to the side of enemies—his punches will go right through their guard. Because of this ability, Sion is the best fighter when it comes to bosses.

Moves**Cost**

- | | |
|--------------------|-----------|
| • Buster Throw | 400 EXP |
| • Torpedo Kick | 600 EXP |
| • Ground Sweep | 1,000 EXP |
| • Floating Mine | 1,200 EXP |
| • Tornado Uppercut | 1,600 EXP |
| • Double Knuckle | 2,000 EXP |
| • Hurricane Blitz | 2,800 EXP |

Where He's Likely to End Up...

Scion, recognizing his boyish good looks, decided to join a boy band. After beating out the Back Street Boys, the Furry Knuckles are #1!



BOUNCER POINTS EXCHANGE			
Battle Pts.	115	100	100
Bonus Pts.	100	100	100
Total	0	100	100
Sion Barzhad	Rank 6	100	100
Life	9500	100	100
Power	5500	100	100
Defense	5500	100	100
Buster Throw	400	100	100
Torpedo Kick	600	100	100
Ground Sweep	1000	100	100
Floating Mine	1200	100	100
Tornado Uppercut	1600	100	100
OK		Confirm	Undo

Experience**Earning EXP**

Every time you defeat an opponent, you will gain experience. You must get the final hit on an enemy in order to be awarded the EXP. It does not matter who inflicted the damage up until that point.

Chains

If you kill two combatants within a few seconds of each other (a chain,) you will multiply the experience gained times two. If you kill a third adversary within a few seconds after completing your first chain, you will get an even greater bonus.

Remember:

1. Completing chains is difficult when your allies are around, as they love to steal your kills.
2. Tightly packed enemies make a wonderful opportunity to chain. When an enemy falls, he will damage anyone he smashes into.

Upgrading**Decisions, Decisions...**

Once you earn enough experience points, you will have a chance to upgrade the fighter that earned them. You can either upgrade your three basic stats, or you can try to acquire a new move (after much trial and error, we found that enhancing your stats will do more for you in the long run—try to keep all of your attributes even, with a tendency toward building up your power).

Life

This determines how many hits you can take before you take a dirt nap. A large life bar ensures that you'll be able to take whatever the enemies dish out. Against standard enemies, this is the second best ability to enhance.

Power

Increasing this will allow you to cause a whole lot more damage with your attacks.

Defense

This works hand-in-hand with Life. It reduces the amount of life you lose when struck.

Special Moves

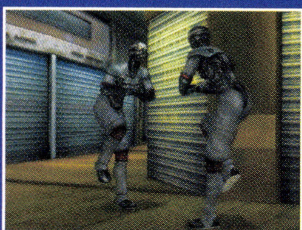
Ignore these options until you've maxed your stats.

Agent signals

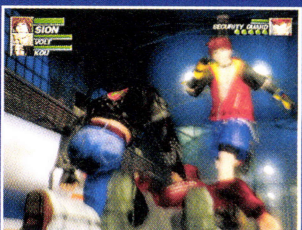


Sneaking Through

When you have to infiltrate the Mikado building as Kou, it is possible for you to get by without killing anyone (of course, you'll earn a whole lot of experience if you decide to fight your way through the building). Since you'll be disguised as an MSF agent, you can mimic the other MSFs' hand gestures in order to avoid getting into any fights. Memorize what each of the four signals do before you decide to set out.



Trinity attack



Cool Looking, but Useless

If you are in a battle that uses all three Bouncers, you will be able to perform a neat looking attack on one of your enemies.

How It's Done

Occasionally you will hear one of the fighters taunting during a battle. If you taunt quickly enough after your partners do, you will attack some poor schlep with a really nasty attack. This move does only a little bit of damage and can never kill...

Only Against Fodder

Don't try these moves on any of the more skilled opponents, or you will end up on the receiving end of the attacks!

Battle #13-B: Executive hallway
of Enemies: Kaldea (morphed)
 Sion will eventually come across the strange panther that protected Dauragon when you fought him. Treat her as you would any of the other animals. Try to pin her against a wall and keep kicking with your low hits. If you keep attacking fast enough, she'll never be able to get back up on her feet.

Boss: Mugetsu

Battle #14: Executive Office
of Enemies: 2 MSF, 2 MSF Elite and Mugetsu

Sion has been attacked by Mugetsu and host of deadly special forces troops. Lure Mugetsu away from the other combatants and take him on yourself. Block his incoming hits, and strike him when you see an opening. Blocking is an important skill that should be used extensively here.



Battle #15: Rocket Tower Escape
of Enemies: 7 LD-15, 1 P-101, 10 MC-07, 2 Sec. Guard

This is the hardest basic section of the game. You must escort Dominique through four floors that are teeming with robots and security guards. Fortunately, you do not have to destroy all of the enemies in your path. To make a quick exit, keep your eyes peeled for stairways that lead downward. Make sure Dominique doesn't get hit.



Use your fastest attacks to destroy all of the robots.

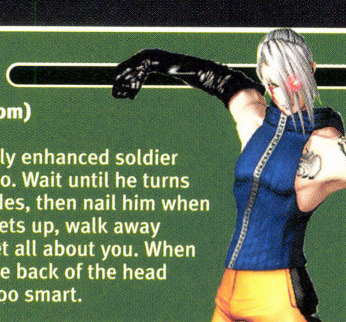


Keep taking the stairs downward until you escape the tower.

Boss: PD-4

Battle #16: Rocket Tower (bottom)
of Enemies: PD-4

This mechanically and genetically enhanced soldier can whip out some amazing mojo. Wait until he turns his attention to your two comrades, then nail him when his back is turned. When PD-4 gets up, walk away about five feet—he should forget all about you. When he does, simply smack him in the back of the head again. He's powerful, but none too smart.



Volt Krueger

Using Him Effectively

Volt is a powerhouse and can tear through most enemies with ease. However, he does not have much along the lines of defense, and he will end up losing in a protracted fight. Worse, Volt is slow, making it difficult for him to handle multiple opponents.

Use Volt's punch combinations to steamroll through the opposition and follow them up with one of his jumping pounces. Be very careful when using him against bosses.

Moves

Moves	Cost
•Shoulder Uppercut	960 EXP
•Hammer Typhoon	1,000 EXP
•Lift Up Slam	1,200 EXP
•Power Bridge	1,500 EXP
•Cannonball Strike	1,800 EXP
•Earthshaker	2,400 EXP
•Giant Swing	3,500 EXP

Where He's Likely to End Up...

Volt decided to ease up the stress and work at the local Tower Records, where his piercings are considered the norm.



Battle #17: R-Tower Basement**# of Enemies: 2 LD-15, 1 LD-X1**

In this battle, you will face down three giant robots. Lure them away from each other, otherwise you will get continually juggled by them. One-on-one, these enemies aren't too nasty. Just keep the pressure and with rapidly repeated combinations. Once you've wrecked all three droids, the story continues...

Technique**Fighting the Robot Guards:**

As long as you keep hitting them, the robots cannot attack. They'll end up stunned for a few seconds. Punch flurries or Kou's flip kick are ideal for keeping the pressure on.

**Boss: Echidna****Battle #18: Rocket Tower Deck****# of Enemies: 2 LD-X1 and Echidna**

Let your buddies soften her up while you dismantle the robots. With the robots out of the way, you'll have an easier time out-maneuvering Echidna. She will use a lot of ground-based spin attacks. Block and wait for her to approach you, otherwise you'll walk into an attack.

**Boss: Mugetsu****Battle #19: Carrier****# of Enemies: Just friendly 'ol Mugetsu**

Try to pin Mugetsu against one of the carrier walls, otherwise he'll flip around and wipe you out. Remember to block as soon as you see him start to spin. This spin signals an attack that can drain an S-Rank fighter easily. Distracting him is another good technique.

**Boss: Kaldea****Battle #18: Galios****# of enemies: Kaldea**

Sion's childhood friend, Kaldea, will alternate between her panther and human forms. Low kicks will work against the panther, and punch flurries will work effectively against her lovely female figure. If you start getting juggled, run a short distance away and start blocking until she attacks you again.

**Boss: Dauragon****Battle #18: Galios****# of Enemies: Kaldea**

You will have to fight Dauragon twice (three times if this is your third time through) without being able to save. Unlike the last time you fought, he is fast and powerful enough to knock a quarter of your health from you with a single hit. Keep blocking until you see him turn away. Use this chance to tear into him. If you try to play an attrition battle against him, you will lose. This is the last fight, so be sure to unleash all your tricks.

**Kou Leifoh****Using Him Effectively**

Kou has a strong defense, but lacks in the other two statistics. Unlike the other two fighters, he is more effective with his feet than his fists. His flip kick is on the of the most useful moves, as it can even hit a downed enemy.

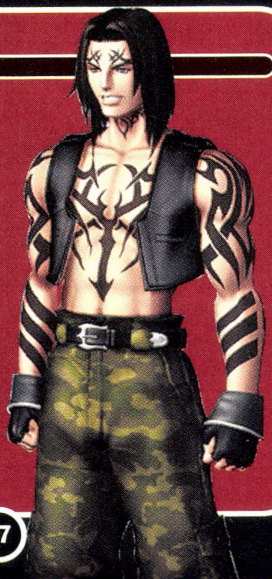
Kou's punch combination is a little slow at the end of the movements, so you'll need to quickly add in another attack. The flip kick fulfills this role nicely, but don't get greedy with multiple enemies.

Moves**Cost**

• Heel Smash	320 EXP
• Circular Uppercut	400 EXP
• Double Spin Kick	550 EXP
• Mountain Storm	750 EXP
• Lightning Smash	1,000 EXP
• Tiger Spin Kick	1,200 EXP
• Tiger Frenzy	1,500 EXP
• Raging Tiger	2,500 EXP

Where He's Likely to End Up...

Kou recognized his talent for script writing early on and decided to produce low-brow comedies for the mass audience.

**Secrets****Secret Characters**

You can unlock more fighters to use in the multiplayer modes if you complete various tasks.

Beat the Game Once

1. Echidna
2. Dauragon (1)
3. Dauragon (2)
4. Dauragon (3)
5. Mogetsu
6. Mogetsu (unmasked)
7. PD-4
8. Dominique
9. Kaldea

Beat the Game Three Times

1. Dauragon (4)

Beat the Game Using Only Kou

1. Leann

Beat the Kaldea Using Volt or Kou. Complete the Game with Sion.

1. Wong

Note: The level of the characters you earn will be at the rank of the fighter that has beaten them. Keep this in mind when you're going for the hard-to-find characters. You don't want to end up having to go through the game multiple times.

Fighting Arenas

To open up all the areas in the multi-player modes, simply complete the game once with all three characters. This will take you through every room and locale.

Special Endings

Find a special ending for each character by doing the following actions:

1. The character whose ending you want must be the one who infiltrates the Mikado building.
2. That character must defeat Kaldea.

Specifics

Sion: Do not have him fight Kaldea; however, use him to defeat Dauragon.

Volt: This character must be the one who defeats Echidna every time you face her.

Kou: Simply complete the game using only him and you will be able to have a special fight against Leann after the credits.



The Return of Hana's Big Guns

by Kenneth "Slim" Miller
kenneth_miller@ziffdavis.com

The original Fear Effect was quite well received and the prequel is likely to garner the same degree of attention. You want more puzzles? You got it. You want more lowlives to shoot? No problem. You want more weapons to use on those lowlives? They're in there. You want girl-on-girl action? There's some of that, too. Overall, if you liked the first game, you're gonna like this one.

Now, just as in the first game, everything you come in contact with tends to kill you. That's where this guide comes in to help. I died 30 times figuring out a puzzle so you don't have to. What I won't do is hold your hand through the whole game. If the solution to a problem is obvious, it's not detailed in here. So let's guide Hana as she whips them out (her guns that is) and saves the world (again).

database

time to complete 8-12 hours
challenge Hard
best weapon Rocket Launcher
most annoying Rolling Soldiers
best advice Try every item before giving up.

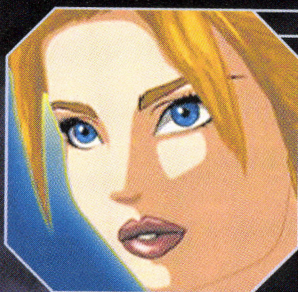
also try Fear Effect
system PlayStation
publisher Eidos
developer Kronos

www.eidos.com



NEW Artillery

In Fear Effect 2, you have a lot more guns at your disposal than in the original game. As a result, you'll need to know when to use each one. The best indication of the weapon you should be using in any given area is that the enemies you kill will drop the corresponding ammo. This allows you to always keep your gun magazines full. The exception to this rule comes into play when fighting bosses. If you're up against a boss, use the best weapon in your arsenal (as long as you have enough ammo).



item usage

The girls (and guys) of Fear Effect 2 usually have quite a few items and tools in that pack of theirs. Sometimes the Use indicator will pop up with no apparent reason why. If this happens, try using all the items in your inventory (besides weapons) before you pass it up. Often, an item you didn't even know you had will solve a puzzle.

fear effect 2

RETRO HELIX

Hana Says: "Know Your Weapons."

shock and rock

Two weapons that deserve special attention are the **Arc Taser** and the **Rocket Launcher**.

The **Arc Taser** has no actual ammo. Instead, it has a charge that depletes as it's fired. Whenever you're not firing the weapon, the charge refills on its own. Because of this, you don't have to worry about running out of ammo. As an added bonus, the Arc Taser will hit not only the enemy that you're aiming at, but also any other nearby enemies. There are two drawbacks to using the Arc Taser, though. For one, when you're fighting large hordes of strong enemies, the charge is likely to run out before they're all dead. The other problem is that the weapon won't work on the stronger enemies in the later parts of the game.

The **Rocket Launcher** is the all-around best weapon in the game. It does incredible damage and has the same range as all of the standard guns. To prevent you from using this powerful weapon on every shmoe you encounter, there is very little ammo for the Rocket Launcher to be found throughout the game. In fact, Rocket Launcher ammo is so scarce that it's best to save it all for the last area of the game (where you'll fight several powerful enemies and bosses). You can afford to fire off a rocket or two in the earlier parts of the game if you're in a real jam, but don't overdue it or you'll be sorry (and dead) later.

Rain Says: "Use Your Head."

RUN, RUN AWAY

It's important to **know when to run**. The most notable time is when you're being chased (be it by a helicopter, monster or explosion). You can usually tell if you're supposed to be running away by carefully watching the screen. If the screen appears to be moving, you should be too. This isn't always the case, but it never hurts to be ready. Most of the time, if you're supposed to be running and you don't, you're not going to live long. Fortunately, there is typically a save point before such situations.

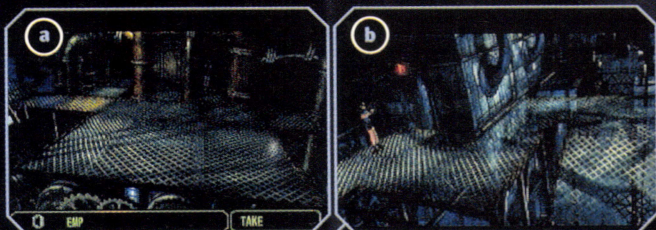
save (very) often

In case it's not obvious, **you should always save** whenever you get the chance. If you save the game and immediately take out a bunch of enemies, go back and save it again before continuing. If you're hurt badly in a fight where you know you could have done better, reload your last save. It'll really help in the long run. It's also useful to keep more than one save file (we used 102, to be exact) if you have the memory card space to spare. Finally, make sure to turn on Save Beacon in the options to make save points visible.

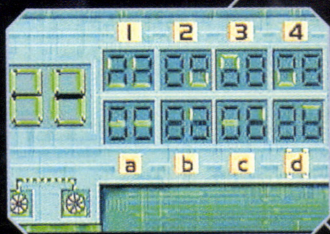


aqueduct

- 1** (a) Search to the right of the door to find the EMP (which can be used to momentarily deactivate the fixer robots) and to the left to find the Metal Hook.
(b) Head back up and enter the first door you come to. Use the hook to pull open the grate and get the Yellow Key Card.



- 2** To input the access codes at the computer, you have to create the numbers 80 and 86.
To create 80, select **1, 2, 3, 4, C, D**.
To create 86, select **2, 3, 4, A, B, D**.

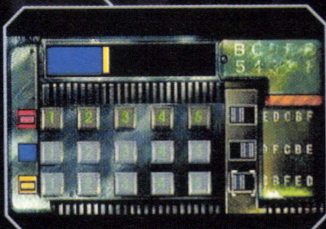


- 3** To pass this puzzle, move the cursor to each color, highlight each number in order, then flip the switch at the end of the row:

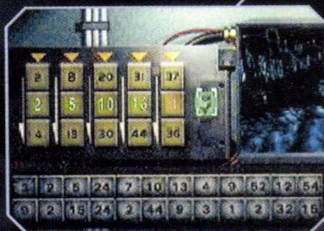
Blue: 3, 1, 4, 5, 2

Yellow: 4, 5, 1, 2, 3

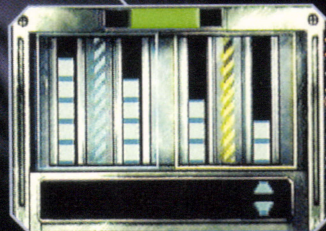
Red: 2, 3, 4, 5, 1



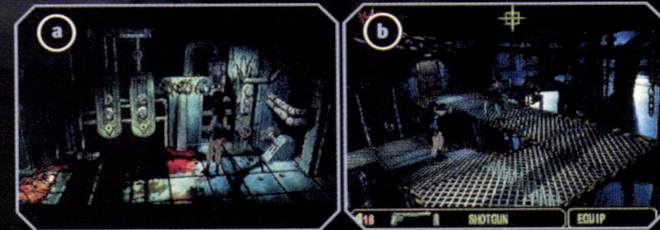
- 4** This puzzle is just basic math. Select a number, then highlight the correct box and press the action button to input the number. (The top row of numbers is positive and the bottom row is negative.) Input **+2, +5, +10, +13, -1**



- 5** Once you reach a hallway blocked by steam, you'll need to solve a nearby puzzle to pass. Starting from the left, push up four times on the first bar, three times on the second bar, two times on the third bar and one time on the fourth bar to deactivate the steam.



- 6** (a) Get the Machine Cog, then take it to the empty spindle here to free a special fixer.
(b) Go all the way back to the second room you entered in the Aqueduct to find the special fixer. Destroy it to get a Fixer Battery.



- 7** Use the code **92572** to open this door.



- 8** (a) Use the blasting caps here, then hide in the space above and wait for the robots to pass.
(b) Next, go down the ramp that was previously guarded by fixers and retrieve the Fixer Chip here.



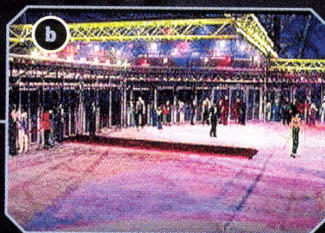
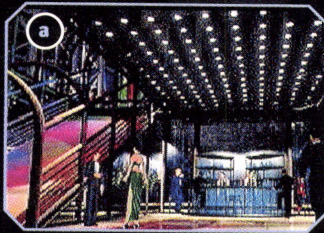
- 9** To defeat the boss, equip the Assault Rifle, make sure the boss is between you and the water on the wall, and blast away to knock him into the water. Do this three times and he'll go down.





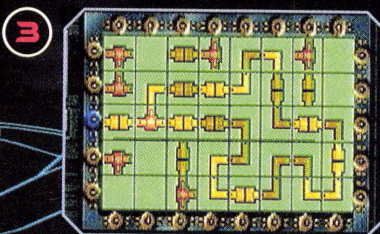
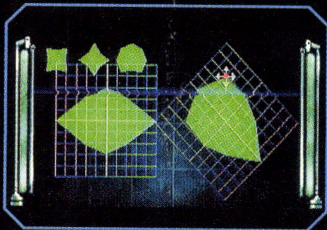
wing chune party

- 1 (a) Find Big Tom here, then walk around a bit. When you return to Big Tom, you'll receive the Filled Glass.
(b) After that, roam around in this area and you will encounter Shao Chiu, who will give you the much needed Gold VIP Bracelet



- 2 You need to stretch the shapes on the right to match the shapes on the left. Just follow our helpful directions:

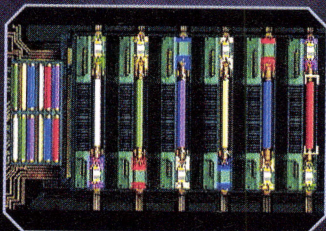
- 1) ↓, ↑, ↓, ↑, ↓, ↑, ↓, ↑
- 2) ↑, ↓, ↑, ↓, ↑, ↓, ↑, ↓
- 3) ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓
- 4) ↓, ↓, ↓, ↓, ↓, ↓, ↓, ↓
- 5) ↓, ←, ↓, ←, ↓, ←, ↓, ←
- 6) ↓, →, ↓, →, ↓, →, ↓, →



To make the closed circuit and neutralize the voltage, just place the pieces as shown here (you can rotate a piece to make it line up).

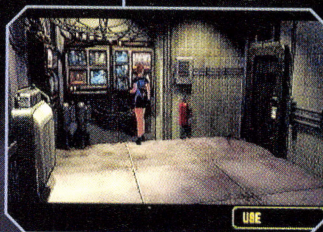


- 4 You'll need to move the colored rods to match the lower set on the left. You can't move a rod if it's electrified, so you'll have to cut the current to two colors to switch them. To cut the current to a color, remove the circuits from both of the holes that match that colored rod. For example, your first move should be to move the circuit in the upper-left green hole one hole to the right (into the yellow hole).



This will cut the current to the green rod. Next, move the circuit that's in the white hole (above the white rod) one hole to the right (into the red hole) to cut the current to the white rod. Then, switch the green and white rods. Keep switching like this until all the colored rods match the lower pattern.

- 5 To get the Elevator Keycard, just enter the now-unguarded men's bathroom. Quickly run past the guards to the man in the back to get the keycard, then run back out.



- 6 Once both lovely ladies are in the elevator together, make use of the Dress in your inventory to put on a little show for the camera.

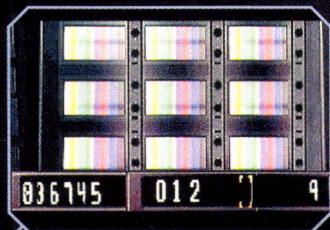




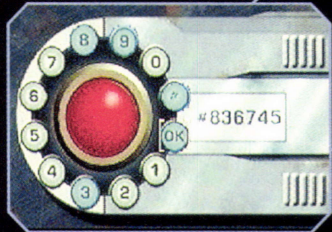
wing chune tower

1

You can get the code to access the monitors in the Video Room from the panel on the door lock elsewhere in the building (shown below), or you can just get it from us. The code is 836745.



2



To open this door, just use the code you got from the video monitor. Didn't get it? Forgot it? It's 4615207, then press OK.

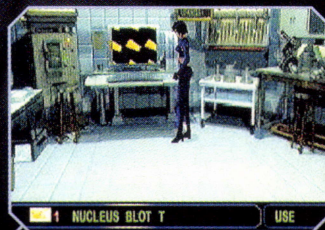
3

This code is a bit tricky if you don't have a good memory. Just align the digits to match our helpful green dots.



4

Once you get the Blots, you'll need to get information from each of the four computers in the various rooms. Just match up the Blot color to the color of the computer screen.



5

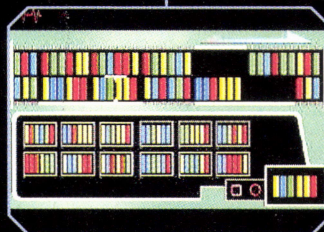


After you obtain all four DNA Blot Discs, find the main DNA computer and use the DNA Disc to activate this puzzle. You have to select each DNA group and place it into the correct space. To make it more confusing, you can flip the group with the Square or Circle button. Just look at each space and look for a DNA group where the colors match up.

Yellow pairs with **Red**.

Green pairs with **Blue**.

There are three total screens in the puzzle, so make sure you get all of them.



6



Dealing with this boss isn't that hard. Just crouch and fire away with your Plasma Wrists. When he's about to fire, roll to the side and continue firing.



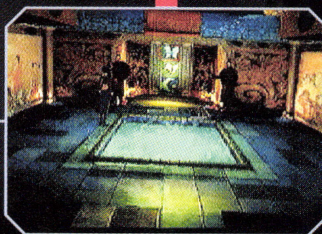


xian's tomb

- 1** You can't kill the knife-wielding guys in this room (or any other place where you might find them, for that matter). Just run around them.

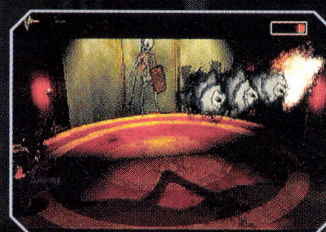
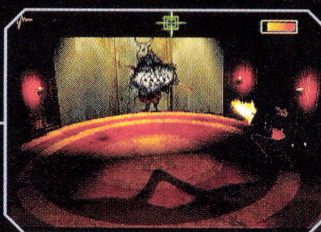


- 6** Now that you have the Lily Coin, you can use it to open another door at the symbol puzzle. Select Butterfly, Lily, Moon, then hurry back to the room with the square pool in the middle. Ignore the enemies and go through the door.



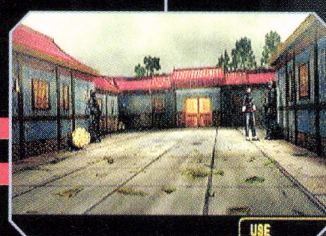
- 2** Once you get the coins from the ghost, you can access this puzzle. Any coins you have will show up as colored dots in the puzzle. The symbols in the puzzle correspond to symbols on the various doors in the level. There's only one door you can open at first. Select the Moon, then Sun symbols, then press the button at the bottom of the puzzle. Quickly run to the door in the previous room at the top of the ladder (It has the Moon and Sun symbols on it). Once you're inside the room, avoid the guard (you can't kill him without using rockets) and get the Terra Cotta Key.

- 7** Fight this boss in the classic shoot and dodge method. Aim toward the moving wall; when the target with the bull head comes up, fire away, then quickly roll to either side. The other two targets can't be hit, so you'll just need to dodge. The skeleton target shoots to the right, so when it comes up, roll to the left. The warrior target shoots to the left, so when it comes up, roll to the right.



You won't sleep well with that dead guy hanging there. After the first night's sleep at the inn, talk to the innkeeper again, then return to your room. This time, use the mirror at the bed.

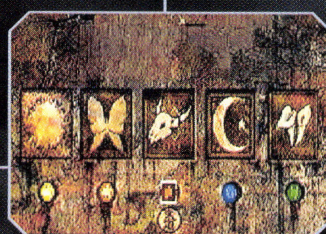
- 8** Use the Bandages that Glas gave you to blindfold the statues here.



- 4** Once you have the Butterfly coin, you can open the next door. Select the Butterfly, then Moon symbols, then hurry to the door in the previous room.

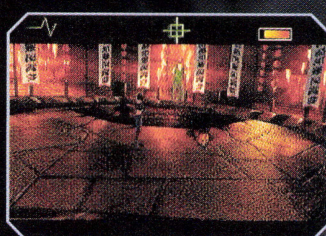
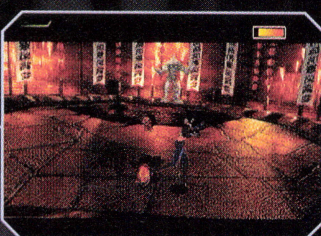
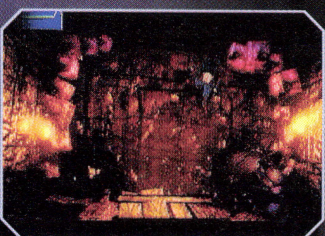


- 9** Now that you have the Bull coin, you can complete the final symbol puzzle. Select Bull, Sun, Moon, Butterfly, Lily.



- 5** Once you're inside the Astronomy Room, lower the shade over the open window and raise the shade over the closed window to cause night to fall. Go back outside and follow the ghost to the well. Search the well to get the Remains. Go back and switch the shades again to cause day to break. Go back outside and show the Remains to the parents. As soon as the cinema ends, be prepared to immediately run down to a door (you'll appear with a guard right next to you).

- 10** This boss fight is another dodge-and-shoot job, although it's not as easy as the one before. Just keep running around the back of the room as far from Deke as possible. If an explosive gets too close, quickly roll out of the way. When you see Deke's human form show up, blast away. Keep this up until he goes down.



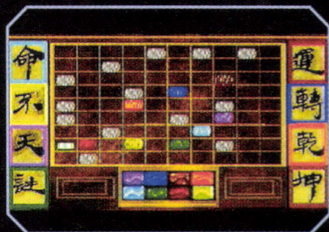


11

This game is really quite simple. When two units try to occupy the same square, they will battle. For example, if two small units (possessing 10 soldiers each) fight, they will both be wiped out. However, if a medium unit (possessing 20 soldiers) fights with a small unit, the small unit will be wiped out, but the medium unit will still have 10 soldiers left. If that medium unit is to then attack a small unit, they will both be wiped out. Winning the game is easy. Just use your medium units to attack the enemy's small units. Once you are down to only a few units, use your small units to advance on the enemy flag. Because of the fast speed of the small unit, you can outrun the enemy's medium or large units on defense. In the final match, you have only medium units. Advance them all toward the flag to lure the enemy units out. When the enemy only has large units left, just outrun them as normal.



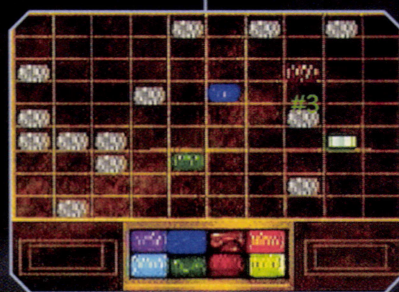
12



This puzzle is very tricky, so you'll need to make each move very precisely. You have control of a white piece that starts one square above the bottom left corner of the screen. There are several gray blocks as well as 8 colored blocks scattered across the board. The object of the puzzle is to move each colored block into the correct position at the bottom of the board. You can not move a gray or colored block yourself; you can only push it with the piece you control. For example, if you wanted to push the orange block to the right, you would move your piece to the square immediately to the left of the orange block, then push to the right. When you push a block, it will slide in the direction you pushed until it hits a wall or another block.

Starting from the beginning of the puzzle, push the blocks in this order:

step #	color	block direction
01.	Light Blue	Left
02.	Green	Up
03.	Yellow	Right
04.	Red	Right
05.	Yellow	Down
06.	Green	Left
07.	Red	Down
08.	Orange	Right
09.	Orange	Down
10.	Light Blue	Down
11.	Gray #1	Left
12.	Gray #2	Down
13.	Purple	Left
14.	Purple	Down
15.	Gray #3	Left
16.	Brown	Down
17.	Brown	Left
18.	Brown	Down
19.	Green	Down
20.	Blue	Left
21.	Blue	Down





the gardens

The object of this lengthy puzzle is to get three Elemental Crystals and ultimately a Diamond to complete the level. If you stand on top of an element tile in one area and press the Use button, it will transport you to the garden of that element in the alternate world. If you activate the tile of the same element as the garden you are in, it will transport you to that tile in the normal world. There are a lot of small puzzles in this one, so for the fastest method to completing the level, just follow these directions.

- 1 In Fire garden (alternate): Get the Empty Gourd near the back of the garden.



In Stone garden (alternate): Use the Digging Tool on the dirt area in the corner to acquire the Rock Salt.

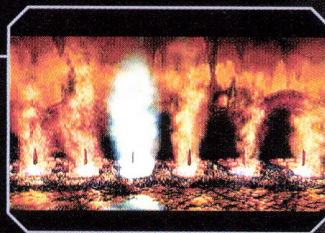
- 3 In Water garden (alternate): Use the Rock Salt on the grinder to acquire the Salt. Use the Salt at the water to defeat the dragon and get the Water Crystal (this will also change the Digging Tool into the Broken Digging Tool). Use the Empty Gourd on the water to acquire the Salt Water Gourd.

- 4 In Gold garden (alternate): Use the Salt Water Gourd at the molten gold. Watch the pattern (the middle counts as a square, too) and cross to the back-left to acquire the Gold Crystal and the Empty Gourd.

- 5 In Water garden (normal): Use the water wheel to purify the water in Water garden (alternate).

- 6 In Water garden (alternate): Fill the Empty Goblet and Empty Gourd at the water.

- 7 In Fire garden (alternate): Use the Fresh Water Goblet on the gray tile in the middle of the garden. When you do, one of the fire streams behind you will light up. Carefully walk through the stream that lit up and grab the Fire Crystal then carefully walk out. Next, go to the furnace at the back of the garden (where you first found the Empty Gourd). Use both the Empty Goblet and the Broken Digging Tool on the furnace to fix the Digging Tool.



- 8 In Earth garden (alternate): Use the Digging Tool on the dirt area where you first got the Rock Salt, then use each of the three Elemental Crystals followed by the Fresh Water Gourd to get the Diamond.

- 9 In Garden Gazebo: Use the Diamond in the door at the far end to complete the level.





glas' past

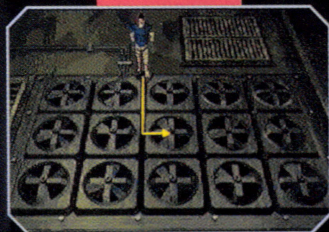
1

Once the mech comes busting in, use the Assault Rifle and send a spray of bullets toward the explosive barrels in the corner.



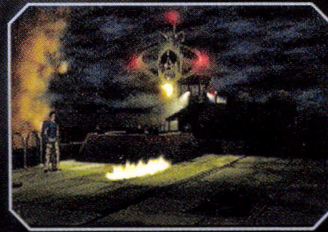
2

Carefully walk between the fans until you are next to the fan in the middle. Just as it is slowing to a stop, walk onto it and quickly press the Use button to jump down.



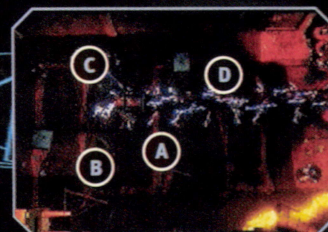
3

Once the helicopter destroys your mech, you'll be on the rooftop with the chopper still in pursuit. Quickly run to the gun turret above you to shoot the huey down.



4

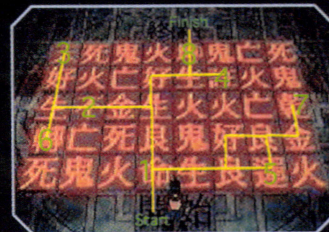
From the save point, move as close to the electricity edge as possible, then wait. When you see the whole area fill with electricity, wait for it to stop, then quickly run to point A and wait. You'll reach it just as the electricity starts again. When it switches positions, quickly run to point B and wait. Once the electricity turns off, quickly run to point C and wait. When the electricity stops, quickly run to point D and wait right on the red line. The electricity will first come on right in front of you. The instant it switches, run forward to the door. Equip the EMP and fire it before you use the Gate Key to open the door.



the immortals' tower

1

You must walk onto each of eight symbols in the correct order to solve this puzzle. If you walk onto one of the bad symbols, you will take damage. Start on the gray symbols at the bottom and then very carefully walk on each tile in order.



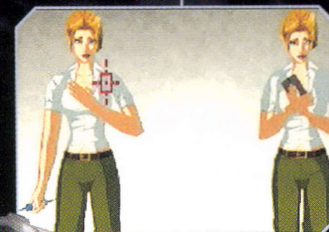
2

To defeat this boss, you must equip your Melee weapon. Wait for the boss to pull out his sword, then get right next to him and kick away. You won't always hit, but if you're close to him, his lighting attacks will usually miss.



3

Here you can choose the good or bad ending. If you shoot the "Rain" on the left (actually Mist), you will get the good ending. If you shoot the Rain on the right, you will get the bad ending.



4

If you picked the bad ending, this boss fight is pretty simple. Equip the rocket launcher and just fire rockets with each character until the boss is defeated. You'll switch characters midway through, but just keep attacking.

If you picked the good ending, you'll also want to use the rocket launcher. If the boss starts shooting out streams of fire, try to get as far away as possible, but keep firing off rockets. Once the boss is dead, quickly move near the dead body and use the DNA Virus.





Resident Samurai

by Phil Theobald
phil_theobald@ziffdavis.com

Onimusha: Warlords comes to us from the good folks who brought us Resident Evil, and it shows.

Not that there's anything wrong with that, of course—the Resident Evil series is fantastic, and a similar series set in feudal Japan can't help but be cool, right?

Right, indeed.

Onimusha is one of the best PS2 games that I've played so far, even if it is a little short in length for my tastes. The graphics, the music, the incredible CG cinemas, and, most importantly, the game play all come together to make this game the prime example of a short but sweet experience.

One of my favorite aspects of the game is the ability to play it in the original Japanese with English subtitles. Of course, for those who prefer English dubbing, that option is here as well. Hopefully, more games will provide this option in the future.

database

time to complete **5 Hours**
challenge **Easy**
best weapon **Bishamon Sword**
best magic **Raizen**
best advice **Block attacks**
also try **Resident Evil**
Code: Veronica
system **PlayStation 2**
publisher **Capcom**
developer **Capcom**
www.capcom.com



Choose Your Weapon



There are many weapons in Onimusha, and each has their own advantages and disadvantages. Let's take a look at Samanosuke and Kaede's arsenal to see what the best weapon is for any given situation.

Normal Sword ▪ Samanosuke starts the game with this weapon, and luckily you find a replacement sword soon. This weak blade isn't worth the steel it's forged from.

Raizen ▪ This thunder-powered sword is the first weapon that you find in the game (by collecting the Thunder Orb). It's a fantastic replacement for the Normal Sword, and it allows you to use the game's best magic, the lightning attack.

Enryuu ▪ Locate the Fire Orb to earn this weapon, which is the best Orb-based weapon in the game. Power this sword up quickly to make things easier on yourself. The sword's magic (a forward moving blast of fire) isn't too shabby either.

Shippuu ▪ The Wind Orb gives you this weapon, which is quick to attack, but not very strong. It's fairly useless, but its tornado magic is good for when you're surrounded by enemies.

Bow and Arrow ▪ First of all, if you're going to use the Bow, upgrade your Arrows to Fire Arrows. Now that you have the stronger ammo, use the Bow to take out the demon archers who generally hang out on rooftops, where they're safe from your swords.

Matchlock ▪ The gun should be saved until you reach the boss battle against the giant insect. As with the Arrows, upgrade your Bullets into the more powerful Burst Bullets for maximum damage.

Bishamon Sword ▪ You have to work hard to earn this sword, but it's worth it. Check out the sidebar about the Dark Realm to find out how to get this ultimate weapon.

Knife ▪ This is Kaede's default weapon. It's not very strong, but it is quick.

Sacred Knife ▪ This replacement weapon for Kaede is quite a bit more powerful than the standard knife, but it's still not as strong as Samanosuke's swords.

Kunai ▪ Kaede's throwing weapons are plentiful and terrific for knocking down enemies at a distance. Take advantage of this, since her knives have no range whatsoever.

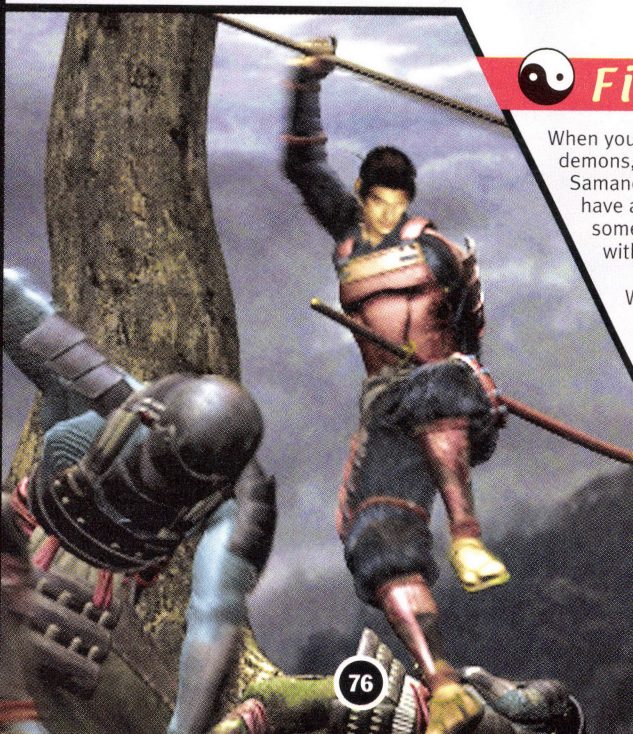


Finish Him!

When you're being attacked by a horde of rampaging demons, you want to take them out quickly. Luckily, Samanosuke and Kaede are skilled warriors, so they have a handy way to get rid of minor foes. With some practice, you'll be able to dispatch a demon with a quick and easy finishing move.

When you knock an enemy down, quickly rush over and stand above it. Once you're positioned above the demon, press the attack button to stab the creature through its chest. Unless it's a higher level enemy, this move should instantly kill it.

If you're fighting against one of the smaller enemies, you can easily knock it over by pressing down as you attack it. This will make you kick the demon to the ground, leaving it wide open for some good old fashioned chest-stabbin'.



Nanamagari

☯ Slow Beginnings

The beginning of Onimusha: Warlords is pretty simple. There's no mazes to get lost in or puzzles to solve. Heck, there's hardly any items to find on this map. You simply need to move along the linear path and proceed to the next area.

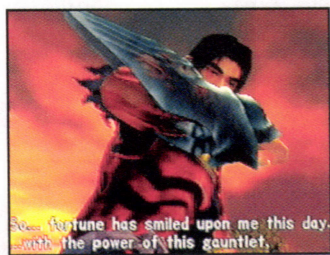
☯ Taken by Surprise

Right at the beginning of the game, you will be attacked by a pair of quick-moving ninjas. You won't be able to kill them, so continue attacking them until they retreat. Afterward, you'll witness a cinema that introduces the first boss that you'll be fighting later in the game.



☯ A Little Bit of Soul

Once the soon-to-be boss leaves, the Clan of Ogres presents you with a gauntlet that allows you to collect the souls of the creatures that you kill. Spend the remainder of this easy map practicing your sword and soul-stealing techniques—you'll need those skills for what lies ahead.



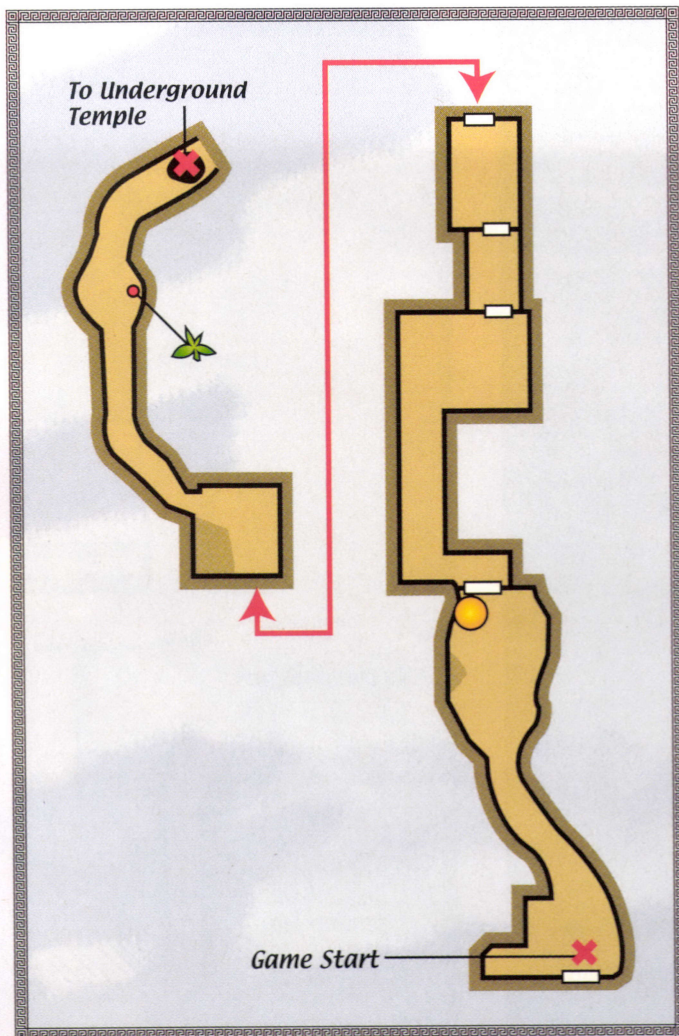
☯ Saving the Day

Don't forget to stop by the Magic Mirror in the clearing where the ninjas and the boss made their appearance. This is where you can save your game and upgrade your weapons. Although this game may play a lot like Resident Evil, you can save your game in Onimusha as much as you like. Take advantage of this welcome change and save often.

☯ I've Been Healed!

Before you enter the cave and climb down the hole that leads to the Underground Temple, be sure to pick up the Herb that's sitting outside the cave.

www.videogames.com



Map Legend

Save Point	●
Magic Restorer	●
Stairs	
Herbs	✱
Medicine	+
Fluorite	●
Normal Arrows	→
Bullets	→
Burst Bullets	→



Soul Spending

The red souls you collect from fallen foes act as a type of currency that you can use to upgrade your Orbs (which act as keys), weapons, ammo and Herbs.

You'll want to upgrade your Orbs and swords quickly, but think carefully before you spend your hard-earned souls. You should pick one sword that you plan you use a lot (such as the Enryuu) and upgrade it to Level 3 first. While you're doing that, you should also be upgrading all three of your Orbs at a steady rate, trying to keep them at the same level.

You will want to upgrade your Arrows and Bullets, but since you don't use them until the end of the game, upgrade everything else before doing so. What you will want to upgrade immediately is your Herbs. A quick upgrade to a Medicine will allow you to refill your entire health bar as opposed to a mere fraction of it.

Remember that the enemies tend to regenerate quite a bit, so if you're looking for extra souls to collect, return to areas multiple times and wipe out the baddies.



Underground Temple



Code Chests

Tired of looking around for the books that help you decode the answers to the questions on the code chests? Well, here's answers if you like to take the easy way out:

Q: Chant the name of a clan that has been subverted by the demons.

A: The Clan of Ogres

Q: Which is the equipment that was created by the clan of Ogres in order to destroy the demons?

A: The Gauntlet of Ogres

Q: Which is a mysterious place where the clan of Ogres meet?

A: The Chasm of Dimensions

Q: Which is a container that can be used to fill the gauntlet with souls?

A: Dragon Orb

The Clan of Ogres

The Gauntlet of Ogres

The Chasm of Dimensions

Dragon Orb

☉ The First of Many

The Underground Temple contains the game's first "puzzle," and it's definitely an easy one. When you reach the top of the stairs that lead into the temple, you'll notice a shrine that has a scroll sitting on it. Picking up the scroll reveals a secret passage that leads into the temple. Don't worry—the puzzles do get a little trickier.

☉ Gotta Catch 'Em All

Sitting on the floor just inside the temple (check the map for the exact location) sits the first of Onimusha's 20 hidden Fluorites. Be sure to pick these up as you go along, since some of them are located in areas that you will lose access to as the game progresses.

☉ Let's Break It!

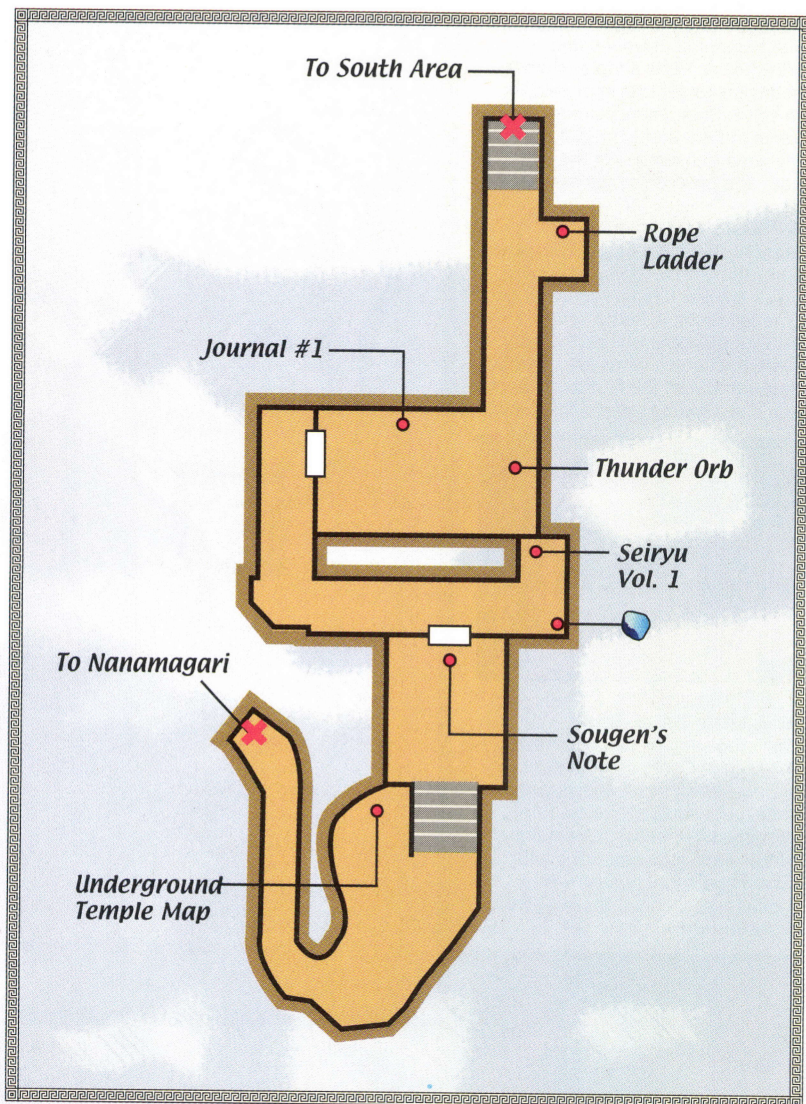
Inside the temple are some pots that can be easily shattered with

your sword.

Throughout the game, there will be multiple pots and crates that you should break to reveal hidden items. You gotta love a game that rewards you for senseless destruction.

☉ Bring Down the Thunder

In the same room as the breakable pots, you'll find the Thunder Orb, which not only allows you to open blue doors, but also gives you the game's first extra weapon, the

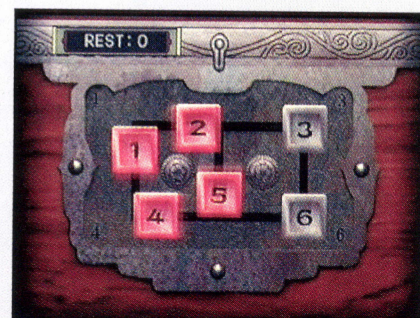


Raizen. The new sword will be automatically equipped, so start taking advantage of its strengths over your normal sword.

☉ Use Your Brain

As you leave the Temple, you'll come across a locked Trick Treasure Box that can only be opened by solving a puzzle. The front of the chest has the numbers 1-6 on it. The numbers are connected to each other as the four corners of a square. Complete the puzzle by rotating the left and right squares so that the numbers line up in numerical order. The trick is, you can only rotate the numbers a limited number of times. To open this

chest (in the three moves allowed), you must rotate the left half, the right half and the left half once again. Your prize is the Rope Ladder, which you will need to proceed further into the game. Later puzzles of this type will be more complicated, so consider yourself warned.



South Area

Decode de Code

Sitting next to the first Magic Mirror that you encounter in the South Area is a chest that can only be opened once you answer the question that's attached to it (there's four of these chests in the game). The only problem is that you must answer the question using the game's secret code. By collecting all the volumes of the four different books in the game (Seiryu, Suzaku, Byakko and Genbu), you can figure out what the answers are. The items inside the chests are always either a Power Jewel (which increases your health meter) or a Magic Jewel (which increases your magic meter—go figure). If you're too anxious to snag these valuable items, check out our sidebar that contains the answers to the chest's questions.

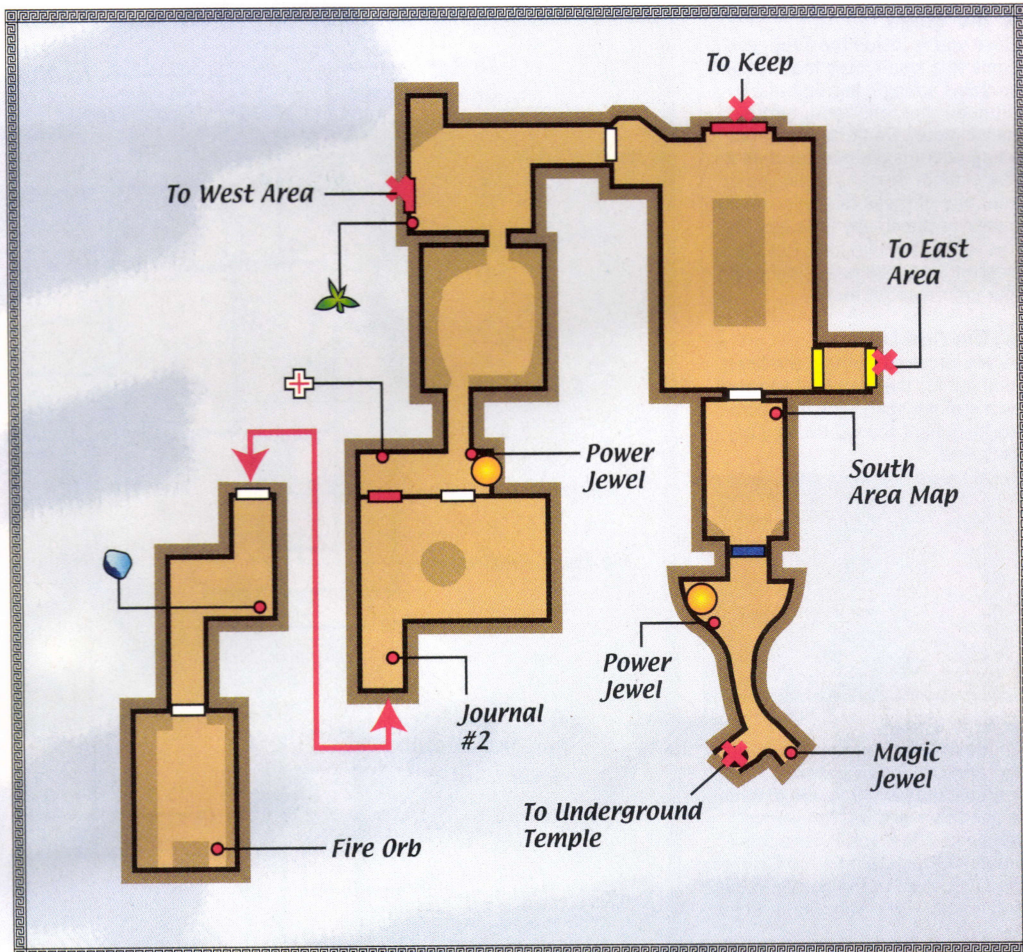
Large and In-Charge

You'll soon come to a open square-shaped area where multiple demons will attack you. You need to get to the door at the northwest corner of this section, but it's being guarded by a large monster. Luckily, he won't attack you unless you get too close to him. To avoid taking too much damage, stay away from him and keep fighting the smaller enemies until they stop respawning. Once the coast is clear, you can move in and fight the big guy. As with most larger enemies in this game, the best way to defeat him is to first get in a few quick attacks, then back away before you head in again for a few more hits. Use the L1 button to block when you have to.



Movin' On Down

Once you've gotten past the large beast, you'll enter an area at the top of a dry moat. You have to get down there, but it's too far to climb by yourself. If only you had some sort of Rope Ladder that you could use there to climb down... Take note of the door marked with red ink in this area. (Later in the game, you'll gain control of Kaede and she'll obtain the Red Key. At that point, return to this area and use the Key on this door.)



More Riddles

Next to the Magic Mirror inside the dry moat is another code chest. Inside, you'll find a Power Jewel. If you get it, you might as well use it now—you'll probably need it for the upcoming boss battle.

A New Threat

After you defeat the boss and travel through the passage that he opens, you'll be challenged by a new creature. If you slice it in two, it will form into two complete creatures. Once you defeat it, collect the Fire Orb that sits on the torch to the left of the altar in the room. Now, you have no choice but to go back the way you came in.

Give Me Back My Soul!

When you return to the boss's room, you meet new creatures that steal soul energy. When you destroy these flying menaces, you'll collect all of the souls that they have stolen. Be quick about killing these guys, though—they'll disappear quickly.



Big Ol' Boss

This is your first fight with a boss, and luckily, he's not that hard to defeat. Just stay on your toes, and you'll be fine. As with most large enemies in this game, you should move in for some quick attacks and retreat before he can counterattack. Remember to use your sword's magic against him to cause some major damage.

You'll notice that as you're attacking the big guy, souls begin flying out of him. Quickly run out of his range and suck the souls in. If you're lucky, you'll grab a few blue souls, which refill your magic bar. Occasionally, the boss will begin screaming and charging you.



Dodge his assault and swipe at him when he continues trying to run into a wall. Just make sure that you get out of his way when he turns around.

Just stay on your toes and keep moving and you should take this guy out with minimal effort.

The Keep

Mo' Magic

Once you're inside the Keep, you'll come to a small room that not only contains a Magic Mirror, but a fountain that refills your entire magic meter. Don't be shy about using your magic to easily defeat some minor demons when you're near one of these fountains. Make a note of the creepy little guy in this room as well (check out the Descent Into Darkness sidebar to learn more about him).

The Odd Lock

As you proceed through the Keep, look out for the door that's locked by a strange seal—you'll be coming back here toward the end of the game.



Bow Knows

On the first floor of the Keep, you'll find another Trick Treasure Box that contains the bow. If you're planning to use those arrows that you've been collecting, you'll need this handy tool. To open the box, rotate the two halves of the puzzle in this order: Left, Right, Left, Right, Right.

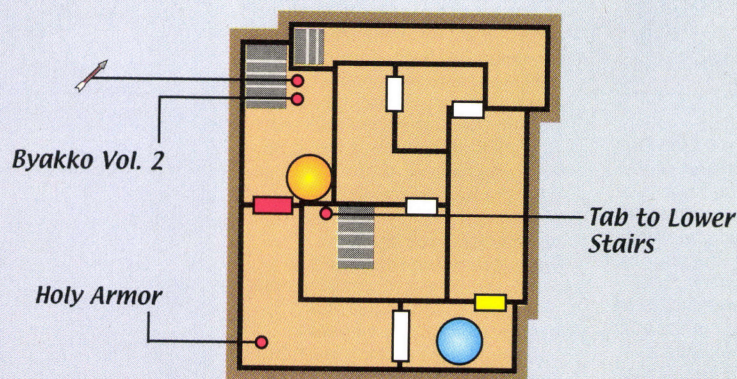
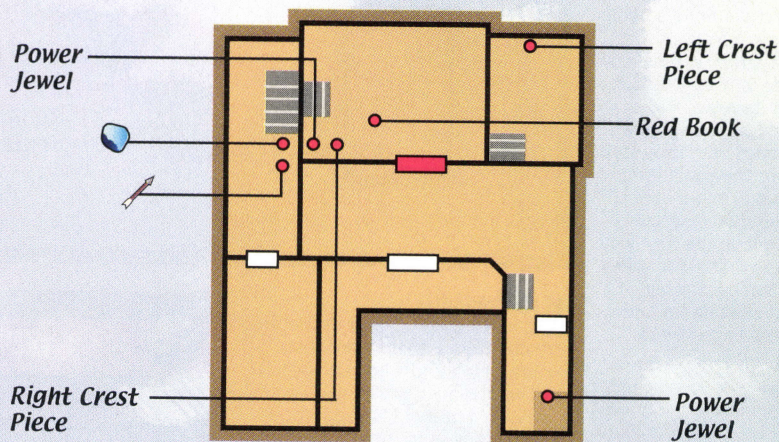
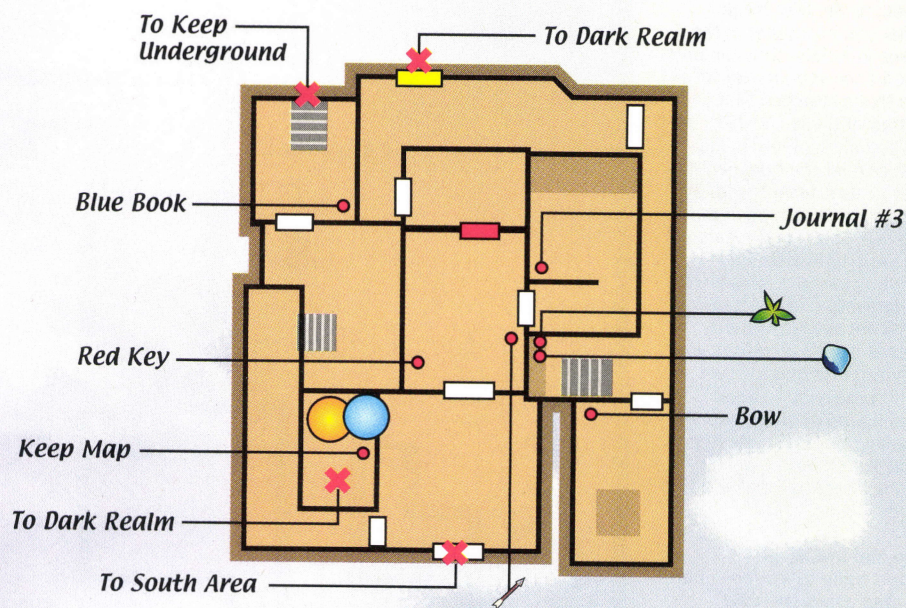
Be Nice, Don't Slice

In the room that contains the Bow, you'll see a rope coming from the ceiling through a hole in the floor. Although you may be tempted to cut the rope with your sword, don't. The rope supports a bucket that you'll be able to search once you head up to the second floor. Inside the bucket, you'll find a Power Jewel. By cutting the rope, the bucket will fall, and you won't be able to collect the Jewel until much later in the game.

Team + Work = Teamwork

On the third floor of the Keep, you'll face a few puzzles that have you switching off control between Samanosuke and Kaede. The first puzzle is a relatively simple and involves flipping a few switches. Here's the quickest way to get past this puzzle:

- First, have Samanosuke pull the lone switch in the cage that the two heroes are trapped in to free them.
- Second, lead Kaede out of the newly-opened cage and to the row





Rooftop Battle

On the top of the Keep, you'll battle a nasty demon who uses the power of the Wind Orb against you. The strategy to defeat him is similar to the first boss: attack, retreat, then attack again. Use as much magic as you can against him and be sure to block when he uses his tornado magic.

This demon does have a shield that can block your sword, so lock onto him by using the R1 button and strafe around him to attack him on the side or from behind. Once you defeat him, pick up the Wind Orb that he drops. You now have all three of the basic swords (and Orbs).



of switches. Have her pull the switch to the far right.

- Now, have Samanosuke pull the switch just to the left of her.
- Kaede must now pull the switch to the far left. While she's holding this switch, have Samanosuke run over to the right and collect the Holy Armor from the chest.
- After you collect the Armor, have Samanosuke pull the switch that's two to the right from Kaede (pulling the switch immediately next to her activates a booby trap).
- With Samanosuke holding that switch, lead Kaede all the way to the left and out the door at the end of the hallway.

See the Light

In the next room, use the Enryuu's magic to light the candles. You can then use the room's magic fountain to refill your magic meter.



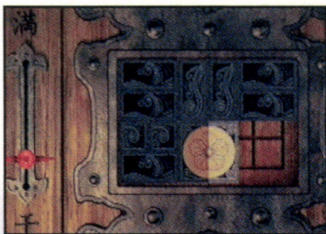
Trap Door Floor

This next puzzle varies each time you play it, so you'll have to experiment. If you don't rush it, it's fairly easy. You must maneuver Samanosuke and Kaede across the tiled floor one at a time. Every time they step on a tile with a pattern on it, they become trapped on it and control shifts to the other character. At the same time, many tiles drop open, sending any person standing on it to their death. The objective is to get to the tile with the circle on it in the upper left corner of the room, which turns off the trap doors. As you move across the floor, just remember that tiles with a cross on them open up the tiles that form a cross

around them and tiles with an X on them drop open the tiles that extend out in an X shape around them. Think before you step on a patterned tile so that you don't open up a tile beneath the trapped character.

Water We Gonna Do?

The final puzzle in this sequence is the hardest, since you're under a time limit. To solve it, you must move the pieces of a puzzle so that you bring the two halves of the seal together at the bottom center of the screen. There are many ways to do it, so try to get the puzzle to look something like the picture below.



Crest Collectin'

On the fourth floor is a door that can only be opened if you have both halves of the crest on the door. The halves are both located in the Keep, and they're easy to find as long as you have your Kouen (the Fire Orb) powered up to level 2.

Free Souls

When you first reach the fifth floor, you'll be outside on a catwalk. Go through the first door that you come across to a small room. There's a panel on the left side of the room that you can slice down to reveal a small shrine containing "wondering spirits," which are simply a bunch of free red souls that you can collect.

Under the Keep

Once you collect all three Orbs, head to the room in on the upper left corner of the first floor's map. Show all three swords to the alter set up there to access the stairway to the Keep Underground.

Like the Fruits of the Devil
Later in the game, you will acquire the Evil Plate, which you use on the mysterious door on first floor that's locked with the strange seal. Remember that detail for later.

Suzaku
Vol. 1

Wandering
Spirits

Seiryu
Vol. 4

Seiryu
Vol. 2

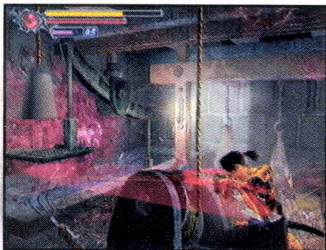
Seiryu
Vol. 3

Wind Orb

Keep Underground

Tip the Scales

In the room with the Rosary of Communication is a rope that supports a weight. Slice the rope to drop the weight onto the scales—this will lift the opposite end of the scale out of a pool of water. Sitting on this end of the scale is the Rosary, which allows Samanosuke to talk to all the fallen soldiers in the game. Creepy, no?



The Bells Are Ringing

The room with the Purifier Bell in it seems relatively empty until you actually collect the Bell. Suddenly, three huge blades begin swinging back and forth across the room, just waiting to slice you to ribbons. They swing fairly wide, so stepping between them shouldn't prove too much of a challenge.

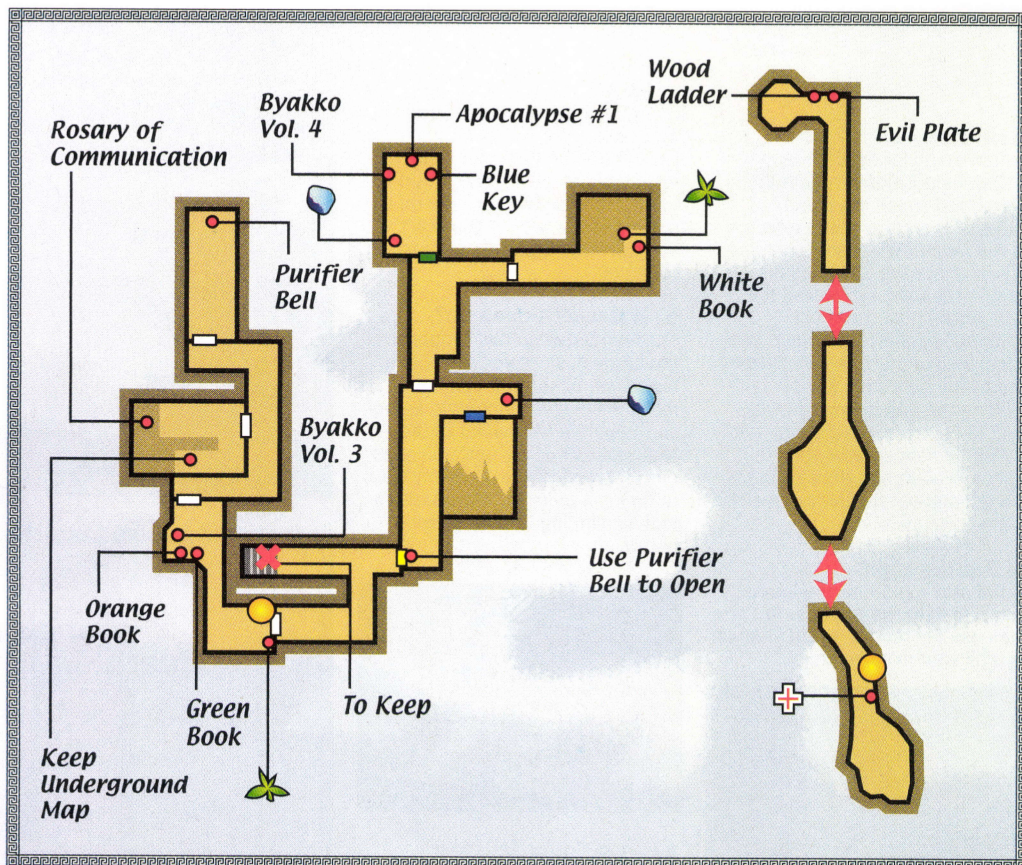


I Got the Blues So Bad

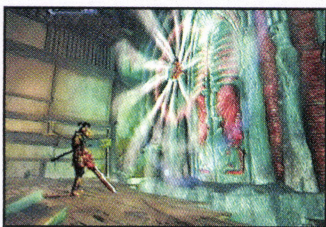
After you free the spirits with the bell, you can continue further into the Keep Underground. Hopefully, you've powered up your Arashi (the Wind Orb) to level 2 by now—you'll need it to get into the room containing the Blue Key. The Key is locked up in another Trick Treasure Box. Crack this one open by following this pattern: Center, Right, Left. Backtrack a couple rooms to the door covered in blue ink and use the Blue Key to unlock it. After a cinema sequence, you'll assume the role of Kaede, who is still at the Keep.

Down Then up Again

Later in the game, Samanosuke journeys into the area of the Keep Underground that's on the right side of the map. After he fights the boss here, he finds both the Evil Plate and the Wood Ladder. Use



the Ladder on the pit just next to where you found it to climb back up to the Keep. From there, head over to that sealed door on the Keep's first floor and open it with the Evil Plate. Inside this room you'll discover the entrance to the Dark Realm. However, before you enter the Dark Realm, you must find the Great Bow and the Great Arrow.



My Evil Twin

In the Keep Underground, Samanosuke will face his greatest foe yet—himself. The demon Samanosuke is a pretty tough boss, so you'll need to use all your skills to beat him.

Evil Samanosuke loves blocking your attacks, making it very hard to even hit him. The best time to hit him is when he's charging up his sword to launch his magic attack. When you pull his sword back and it begins glowing purple, quickly rush in and land an attack. If he backs you into a corner, get out of it right away. He can easily trap you there and whittle your health down to nothing.



Descent into Darkness

Remember that creepy little guy who hangs from the ceiling? Later in the game he'll offer to teleport Samanosuke into a section of the Dark Realm where you face a 20-level gauntlet of enemies. As you go down, you'll come across chests that contain valuable items, such as Fluorites and Talismans (which completely heal you when you're killed). On the final floor, there's a chest containing the Bishamon Ocarina, which, when played, transports Samanosuke back in time to when he was a child. OK, that's a lie, but you can play it toward the end of the game to earn the most powerful weapon, the Bishamon Sword.



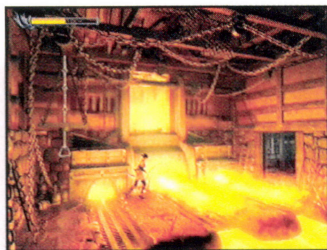
West Area

☉ Pull Ze String!

In the room that contains Sazaku Vol. 4 and Journal #5 is a machine hidden inside a cabinet. Fit the Gear into it and pull the string that's also in the cabinet to open up a hidden door. Inside this new room you'll find the Silver Plate.

☉ Even the Room Is Flaming

Inside the furnace room is a locked door that can be momentarily opened by pulling on the pull tab at the back of the room. You'll then have to quickly run to the opposite sit of the room to go through the door before it closes. Hindering your progress are the three grates that blast flames across the path as you try to run across. The flames will gather by the gate for a moment before shooting across the room. Just make sure you're not standing in the way when they come shooting out. It's tough to get the timing just right, but if the



door closes before you make it across, you can go back and pull the tab to start again. Once you get through, you'll find the Gold Plate and another pull tab that permanently shuts off the flames.

☉ Now That's a Knife

There's a Trick Treasure Box in this area that contains Kaede's most powerful weapon, the Sacred Knife. To open the chest, rotate the blocks of numbers in this order: Center, Left, Left, Right, Right.

☉ The Phantom Menace

Kaede's final test in the West Area is facing off against a new enemy that can become invisible (well, that Predator/Metal Gear Solid sort of invisible). When it disappears, position yourself so you're always facing it. It'll stop when it's about to become visible again. It will generally attack when it reappears, so make sure that you're blocking. After you deflect its blow, move in for the counterattack. Once you defeat this demon, you'll regain control of Samanosuke in the Keep Underground.



☉ Go West, Young Samanosuke

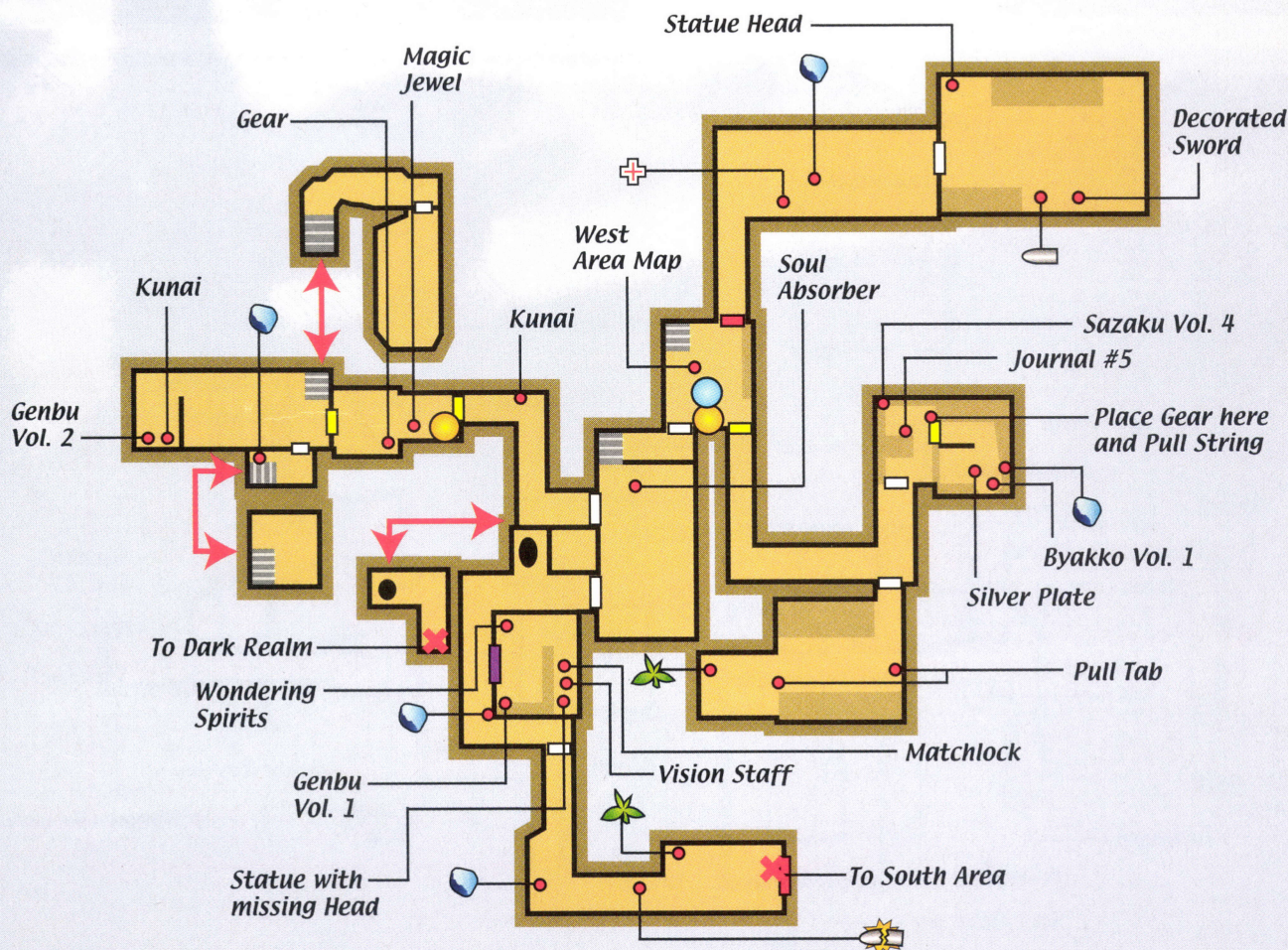
After you fight Samanosuke's clone and open the Evil Plate door in the Keep, head over to the West Area. You'll want your Shiden (the Blue Orb) and Kouen to be at level 3 by this point.

☉ Getting a Head in Life

When you go to collect the Statue Head, you'll be attacked by several large demons at once. There's no real strategy to this battle—just hit 'em with all the magic that you got. They'll go down soon enough.

☉ The Statue Got Me Armed

Take the Statue Head to the Statue that's missing a head (OK, so this isn't the game's trickiest puzzle...). Place the Head on the Statue and you can collect the Matchlock, which is a crude rifle. Also, snag the Vision Staff in this room, which causes all the remaining Fluorites to glimmer on the screen.



East Area

Eastward Bound

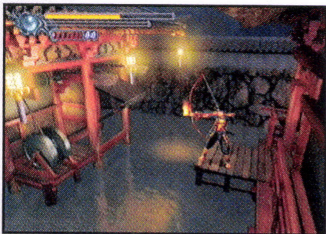
Return to the section of the South Area that leads into the Keep. In the southeast corner of this section is a door that can be opened with the Decorated Sword. You can now enter the East Area.

Lowering the Bridge

There's a small room that contains a Talisman in the East Area, but the bridge that leads to it is raised. To lower it, you'll need to sever the rope that holds it up. Use a long-range attack (such as an arrow) to cut the rope and lower the bridge.

What Kind of Man Wears Armor?

There's a Trick Treasure Box hidden



behind a waterfall that contains the Great Armor. To open it, follow this pattern: Lower Left, Upper Right, Lower Right, Lower Left, Lower Right.

Float on the Boat

Lead Samanosuke onto the small boat parked by the dock and float over to the small building. If you collect the Great Bow from inside the building, control will shift to Kaede, who is at the entrance to the East Area.

Unpacking the Decorations

Lead Kaede through the East Area to the room that holds the Decorated Arrow. It's locked inside a Trick Treasure Box, so use this pattern to open it: Left, Left, Center, Right, Right, Center, Center.

The Old Switcheroo

Remember the trick to get the Shotgun in the first Resident Evil game? Well, you use the same method to collect the Great Arrow. When you take the Great Arrow from the stand that it sits on, you'll

become locked in the room. Simply place the Decorated Arrow on the stand and you'll unlock not only the room's door, but also a chest that contains the Green Key.

Don't Get Seasick

Use the Green Key on the door marked with green ink and lead Kaede down to a dock where she can float over to the building where Samanosuke is. Control will switch back to Samanosuke, who immediately encounters a boss.

Break the Seal

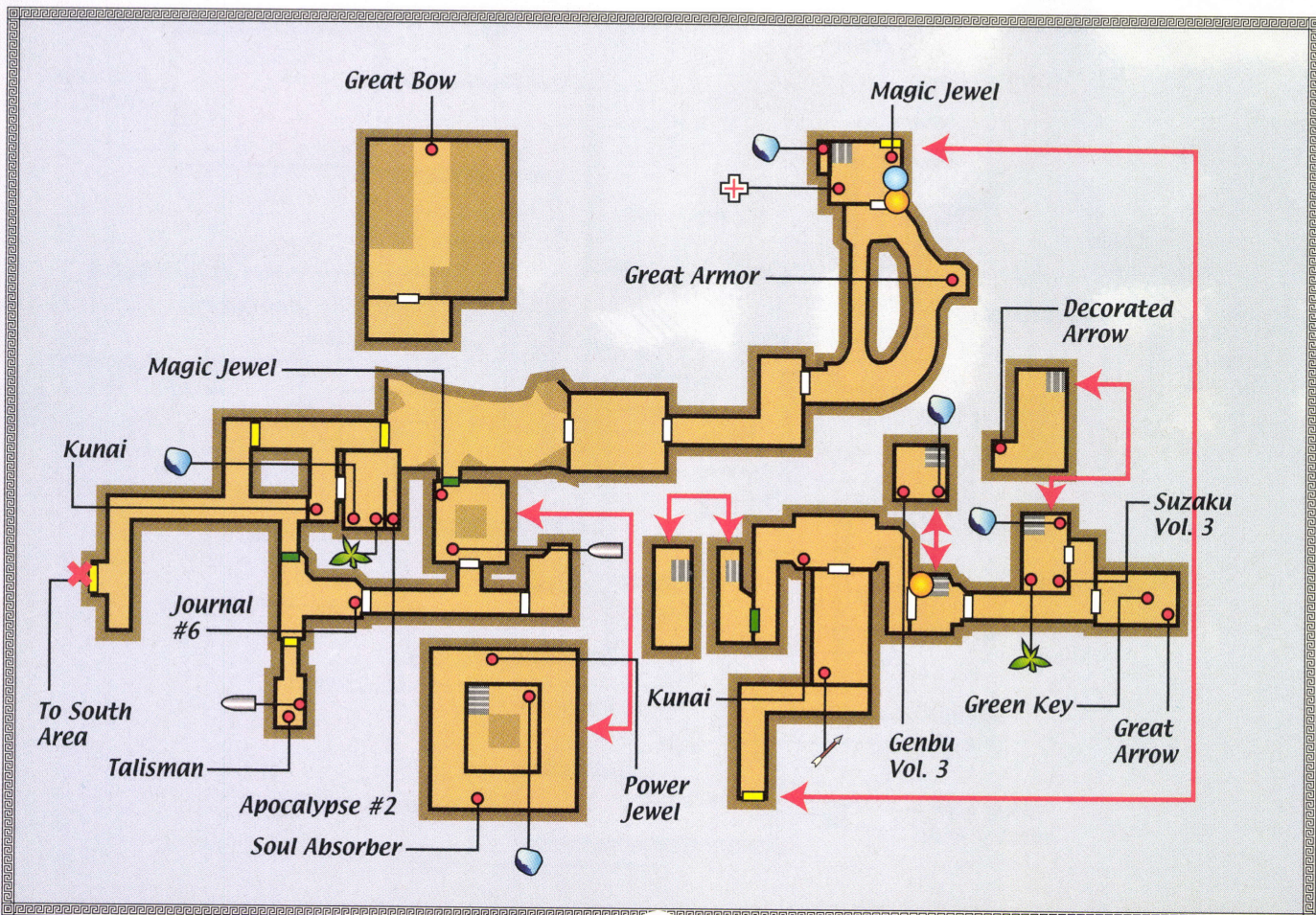
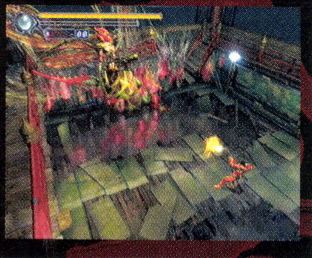
After the boss battle, return to the entrance to the Dark Realm within the Keep. Use either the Great Bow or Great Arrow there and you will enter the game's final level.



Buggy Boss

Samanosuke's battle against the insect boss is much simpler than it first appears. If you use the correct weapon, you should defeat her with nearly no effort.

First, arm yourself with the Matchlock and a load of Burst Bullets. Blast any insects that are charging at you first, then lock onto the boss. If you keep shooting her, she won't have a chance to attack you or send more insect drones after you. After you pump a few rounds of Burst Bullets into her, she'll go down.



Dark Realm

The Tiny Realm

The Dark Realm is incredibly small compared to the other maps in the game. When you enter, you'll encounter a boss. After you defeat him, you'll enter a room that contains the game's final Magic Mirror. Save now, since you'll soon be facing the final boss.

The Ultimate Weapon

In the same room as the Magic Mirror you'll also see a strange door that seemingly cannot be opened. If you've battled your way

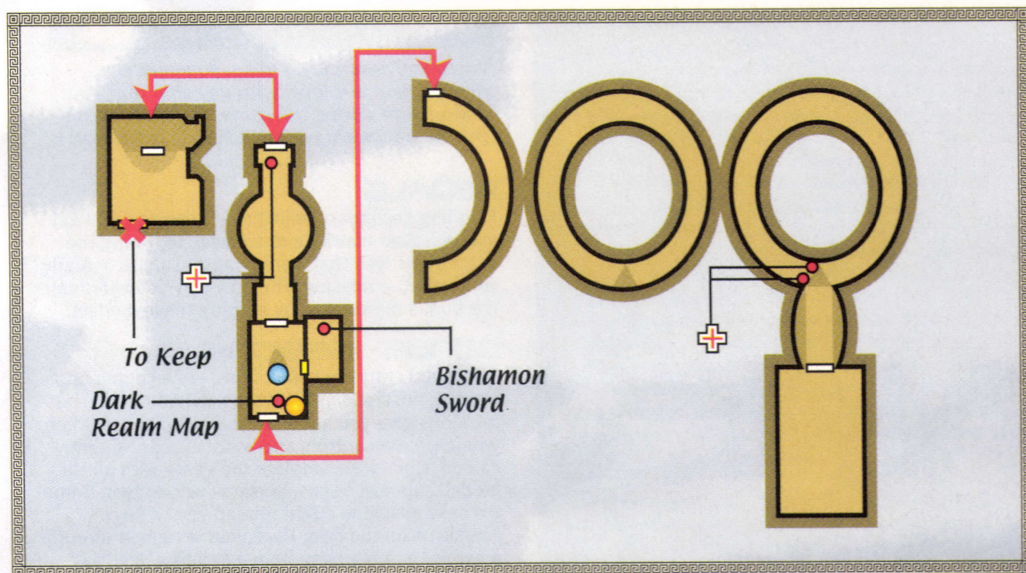
through the gauntlet section of the Dark Realm and earned the Bishamon Ocarina, however, you can play the instrument here and open the door. Inside you'll find



the Bishamon Sword, the most powerful weapon in the game.

Spiraling Shape

When you leave the room with the Magic Mirror, you'll travel down a spiraling path. Use the Bishamon Sword to make short work of the demons that you pass along the way. At the bottom of the path be sure to collect the two Medicines that are sitting out in the open—you'll probably need them. From there, it's just a few steps until you face the final boss, Fortinbras.



Secrets Galore

Onimusha: Warlords 2 Trailer

After you beat the game, a new option called "Special Feature" will appear on the game select screen. In the Special Feature menu, you will find a short sneak preview of Onimusha: Warlords 2.



Extra Costume

Another bonus that you earn for beating the game is Samanosuke's extra costume. If you start a new game and choose the "Extra" option, the mighty samurai Samanosuke will be wearing a lovable panda costume. The soul-stealing Orb on his arm is even changed into a happy, smiling flower. How cute!



Bonus Game

If you've managed to find all 20 of the Fluorites in the game, you'll open the pot-smashing mini-game, Oni Spirits. This 12-level game is very tough, but fairly addictive.



RELEASE 18



Marcellus

Marcellus can be one tough cookie, especially since he uses his shield to block pretty much all of your attacks.

Don't be shy about blasting him with your magic. After he takes a few attacks, he'll lose the shield and begin a full-on assault. This will make it easier to hit him. If you run out of magic, stay on the move and try to attack him from behind. As with all the other bosses, persistence is the key.



Fortinbras!

The battle against the King of Demons can be either very hard or very easy depending on whether you've earned the Bishamon Sword.

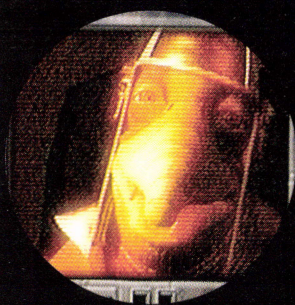
You can only injure Fortinbras by attacking his head, but to get him to lower it down to your level, you'll have to attack his tail with either your sword or a magic attack. If he begins to flinch when you attack, that's the signal that he's going to drop down. Keep up the attack and he'll soon drop his head into your range.

If you don't have the Bishamon Sword, you mostly need to rely on your magic to bring Fortinbras' head into range. With the sword, you can get right in front of him and slash away at



his tail. You'll take some damage, but you'll do plenty to him in return.

His attack patterns are fairly easy to learn, but the main attack that you must dodge is when he sweeps his hand down to grab you. If he does pick you up, he can kill you instantly. After you slash his head several times, the mighty Fortinbras will fall.



Insert Slow Text Fadeaway

by Mark Hain

mhain@fandom-inc.com

Have you ever played Colony Wars on the PlayStation? If so you've played an early version of this game.

Star Wars: Starfighter is your basic space flight sim where you fly around and kill stuff. The graphics are crystal clear, and there is a good story in the background involving three strange heroes who join together to do battle with the evil Trade Federation. The music and sound effects are dead on too, with the catchy Darth Maul lightsaber scene music and the classic blaster sounds among many others.

The only complaint I have is that the game is a little repetitive. No matter what the objectives might be, the gameplay is very much like Colony Wars, Descent and others. What makes it more fun is the physics—they feel very realistic. There's actually inertia! Einstein would be proud...

database

time to complete 3-6 hours (normal)
challenge Adjustable
best character You!
best SW movie *Empire*, of course!
worst SW movie *Phantom Menace*,
Jedi's a close 2nd

also try *Rogue Squadron*
system PlayStation 2
publisher LucasArts
developer LucasArts

www.lucasarts.com



STAR WARS STARFIGHTER

TARGETING

The circle in the middle of the screen is your main laser sight. When you're piloting a ship that has missiles, enemies will "beep" yellow when they come into your sights. Keep them there for a few seconds and the cursor will turn red, locking you on to the target so you can't miss. The Triangle button cycles through all enemy targets on the screen, and Square lets you see any friendlies that may be in the area. When you're using a ship with bombs, a blue X will follow you along the ground. This is where your bombs will hit. Last off is the zoom feature. If you are ever having a hard time seeing enemies, you can employ an extremely cool feature that, until now, was enjoyed only by first person shooter games like Quake—the ability to zoom! Hold down R2 to get a better view of the situation.

THE ENEMIES

When it comes to enemies, it's more likely that you'll be overwhelmed with sheer numbers rather than skillful ace fighters. You'll mostly fight hordes of Scarab fighters, and, later in the game, Droid Starfighters. Both of these ships are reminiscent of Tie Fighters—they're fast, maneuverable and very easy to destroy. There will be some heavily shielded enemies that show up, but these are usually special ships like Morningstars and Dianogas or very large transports and freighters. Ground targets like tanks and Staps are a little harder to hit dead-on than flying targets, but the blast radius of your bombs can make up for a lack of firing accuracy.

CO-PILOTS AND WINGMEN

After you go on a few missions, you'll get a co-pilot that will act as a battle commentator, apprising you of situations that pop up during combat. He's not just there to talk, though. Although you can't really "control" him, he will fire onto any "locked" target on the screen. You can control your wingmen, though. To do so, look for the D-pad icon in the upper left-hand corner of your screen. Press Up to tell your wingmen to attack, press Right to get an update on the status of your wingmen, press Left while targeting a friendly to tell your wingmen to protect a target, and press Down to tell your wingmen to protect you.



One of the best aspects of the game is the ability to give orders to your wingmen.



When you finish Starfighter, you earn the right to play any level with any ship that you played with during the game. Oh, let's not forget the bonus ship—Darth Maul's Infiltrator!

MEDALS

Fulfilling secondary objectives is the way you get medals. Gold medals are awarded for doing the extra objectives that weren't necessary to actually complete the mission. The only way you will unlock the bonus missions is by earning these medals.

BONUS MISSIONS

When you start the game, there are a couple of training missions in the Bonus Mission area. These missions give you a feel for the game and will help you learn the controls and what your Starfighter can do. Once you complete the game with all the medals, special bonus missions will appear. Some of these missions might remind you of Rogue Squadron on the N64. Race your wingmen through a ravine, guard a base from a deadly attack and even earn the right to use any ship on any level. Another excellent feature you earn at the end of the game is the right to use Darth Maul's Tie Fighter-styled Infiltrator.





MISSION 1

NABOO PROVING GROUNDS

Being the first level of the game and your character's first real foray into battle, this mission is extremely easy. Basically, you move from stationary targets to moving targets, then you go to attacking targets and finally on to the boss.

Objectives 1 & 2

These two are lined up right next to each other—you shouldn't have a problem with them at all. Once you destroy the first one, the next one immediately pops up as your next target.

Objectives 3 & 4

The first droid just flies around slowly and doesn't fire. In Objective 4, however, you encounter a set of droids that fly in an attack pattern and fire on you. Don't worry—these guys have little to no shielding.

Objective 5

Essara is also fairly easy. When she's blabbing at the beginning of the objective, you can already be ready to pounce. Let her have it as soon as she says "Go." Her shields will be down in no time.

Bonus Objective 1

Every target in this game shows up automatically when you come close to it, except the bonus mines. The only way to really do this is to keep hitting Triangle and make sure you don't miss any mines as you go along.

Bonus Objective 2

To do this mission in 3:59 or less, you have to boost almost the entire way and be a very good

shot at the same time. Always continue flying toward the end, braking very quickly to destroy holo fighters and take out Essara's shields, both of which take more hits.

Bonus Objective 3

Between the second canyon and the last area of the mission, Essara will challenge you to a race. Beating her does not necessarily require full boosting.

MISSION OBJECTIVES

- 1 Destroy all first area mines.
- 2 Destroy all second canyon mines.
- 3 Destroy training droid.
- 4 Destroy all Holo fighters.
- 5 Defeat Essara.

BONUS OBJECTIVES

- 1 Destroy all bonus mines.
- 2 Complete mission in under four minutes.
- 3 Win race against Essara.



Be sure to shoot down all the mines—they hurt!



The training droids don't train you much, they just sit there!



Want a medal? Beat Essara when she challenges you to a race.



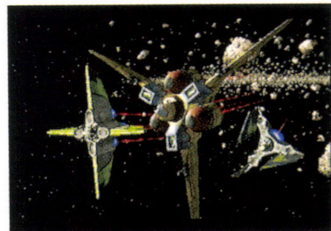
Essara only takes a few hits.

MISSION OBJECTIVES

- 1 Protect the Royal Starship.

BONUS OBJECTIVES

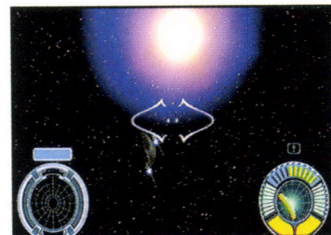
- 1 Royal Starship takes no hull damage.
- 2 Destroy all Merc Daggers in under one minute.
- 3 Rhys destroys all Merc Dianogas.



When you make your warp in, enemies are your welcome.



Daggers are not difficult. They take two or three hits at most.



The Queen's ship is the SR-71-looking thing out there.



Morningstars are more powerful than Daggers, but not by much.

MISSION 2

ROYAL ESCORT

Mission 2 is a little harder than the first, but not by much. Your job is to escort the Queen's ship through an asteroid field and protect it from incoming fighters.

Objective 1

The first group of fighters to come after the Queen will be a group of Merc Daggers. After this, Morningstar fighters will appear. These fighters are a little more maneuverable and have a little better shielding than the Daggers, so watch out. Once you take out the Morningstars, the hardest fighters so far come into play—the Dianogas. You'll also be warned that you are close to the asteroids. You will have to watch yourself as you dog-fight and chase the enemies—asteroids can take quite a bit of your shields away in one hit. If you are going after a gold medal, the best advice is to take out the Daggers with your missiles, then take out the Morningstars quickly with boost and the zoom. Use remaining missiles on the Dianogas or boost, zoom and laser them down.

Bonus Objective 1

This is not an easy task. Remember, the objective is to keep the Queen's ship from taking hull damage. It can take quite a few hits on its shields before the fighters give it actual damage. Even so, it will take a lot of boosting and marksman zoom-shooting to take out the fighters before they get close to the Queen's ship.

Bonus Objective 2

This is perhaps one of the easiest

medals to get in the game. There are about seven Daggers and they have low shielding. If you want to save missiles, take the first five with missiles and boost to destroy the last two.

Bonus Objective 3

If you followed my advice with Objective 2 and saved half of your missiles, defeating the Dianogas will be as easy as the Daggers.

MISSION 3

CONTRACT INFRACTION

This mission is easy, unless you are going for bonus missions and medals (the "Tag" feature makes things easier, though). Lock-on to your enemy by pressing Circle. The enemy will be highlighted with a blue circle, and all your laser shots will hit no matter where you fire.

Objective 1

The Scarab fighters in this objective are pretty much a joke (they're pretty much a joke in any objective). Two or three laser shots and they're going down.

Objective 2

The Hunter-Seeker droids have better shielding than the Scarabs of the last objective, and there's a lot of them to deal with. Unless you want to take some heavy damage, avoid fighting them in groups.

Objective 3

The Morningstars and Dianogas fly in attack formations and will tear you up if you try fight them head-on. Be aware of the fact that Dianogas can quickly "warp" around you and that hitting them is going to be no easy task.

Bonus Objective 1

Tagging all the Scarabs is actually quite easy—just use the missile button for your first shot on an enemy. If you land the missile shot, the target becomes "tagged," meaning you can fire laser shots that will hit without having to aim

more than strategic missile shots, fighting from a distance (use the zoom) and superior accuracy.

Bonus Objective 3

The Dianogas ships make this bonus objective very difficult. They jump around and are very hard to hit. Plus, if you don't destroy them quickly enough, they'll warp out of the fighting area and ruin the objective.

Bonus Objective 2

Completing the mission in under four minutes will require nothing

MISSION OBJECTIVES

- 1 Destroy all Scarab Fighters.
- 2 Destroy all Hunter-Seeker Droids.
- 3 Defeat Merc Fighters.

BONUS OBJECTIVES

- 1 Tag all Scarabs.
- 2 Complete Mission in under four minutes.
- 3 Destroy all Merc Fighters.



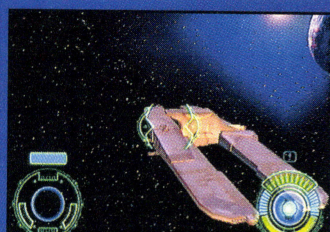
This is where you meet your first Watto wannabe companion!



Once a Scarab is "tagged," every laser shot is directed toward it.



The Hunter-Seeker droids have a limited amount of shields.



These invincible TF vehicles are dropping off all the enemies.

MISSION OBJECTIVES

- 1 Destroy all seven Shield Generators.

BONUS OBJECTIVES

- 1 Destroy Dispensers before droids are launched.
- 2 Destroy all Miner Droids.
- 3 Complete mission in under eight minutes.



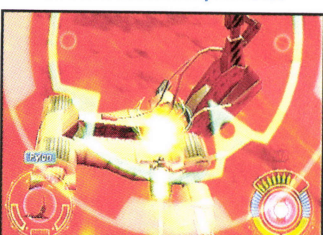
There are many guards to kill, including fighters and Hunters.



To make the level easier, take out the Droid Dispensers.



Destroy all eight pylons to take down the shield.



The pylons are all along the ridge of the crater. Use missiles.

MISSION 4

SECRETS OF EOS

This mission can be easy if you zoom and take your time to pick off all the turrets and droid dispensers before they release their droids.

Objectives 1 through 7

This area is a highly guarded base. Your first priority should be the droid dispensers. They will release a lot of smaller droids that will make the mission that much more miserable. Next, you should take out all the turret droids. Turrets can hurt you very badly—not only will they take your shields down, but they will knock your targeting off as well. After the turrets, destroy all the pylons. If you are going for medals, though, leave one pylon undisturbed so you can make sure you have completed the bonus objectives. Once you've taken out the dispensers and mining droids, destroy the last pylon to end the Mission.

Bonus Objective 1

Use the Triangle button to cycle through the targets so you can be sure that you've destroyed every dispenser. There are about five in all.

Bonus Objective 2

The Miner Droids are very small, but very easy to destroy. The only problem is you cannot target them. Fly over near the building in the center of the area, then take

out all the small, light brown droids that you'll see moving around.

Bonus Objective 3

Having fewer than eight minutes puts you on a very tight schedule. Your best bet is to take out the dispensers first, then the turrets, then all but one pylon. Next, hit the Miner Droids and last pylon.



MISSION 5

PIRACY ABOVE LOK

This level isn't too difficult, simply because your missiles regenerate. Use them often on the largest ships and you'll beat the mission in no time.

Objective 1

There are many SuperFreighters to choose from; all you need to do is destroy one of them to complete the objective. Boost headlong until you are in laser and range and take one out.

Objective 2

There are about 20 Scarabs to destroy, and they're all over the place. These guys aren't going anywhere, so you can take care of other objectives between your Scarab hunting.

Objective 3

Destroy the two repair ships that are trying to undo the damage you did to the freighter. They're heavily shielded, but your full complement of missiles and constant laser shots should be enough to take them down.

Objective 4

Last off, take out the Droid Starfighters that are trying to stop you. Like Scarabs, they are weak but many in number (about 20 in all).

Bonus Objective 1

This bonus objective seems easy, but it isn't. You only have so many bombs in a certain amount of time. Also the frigates warp out after a very short time. Don't worry about the Scarabs if you want a gold.

Bonus Objective 2

This is one mission where there just doesn't seem like enough time is given to you—especially if you are going after golds. At least

all the fighters on this level are weak and easy to take out. Boost as much as possible.

Bonus Objective 3

The missile frigate comes in after you destroy a wave of Scarabs. The weapon it uses sends out explosions that rock you as you fly through them. Just focus on it with missiles and lasers.

MISSION OBJECTIVES

- 1 Disable one SuperFreighter.
- 2 Destroy all Scarab Fighters.
- 3 Destroy TF Repair Ships.
- 4 Destroy all Droid Starfighters.

BONUS OBJECTIVES

- 1 Destroy four TF Freighters.
- 2 Complete Mission in under seven minutes.
- 3 Destroy Missile Frigate.



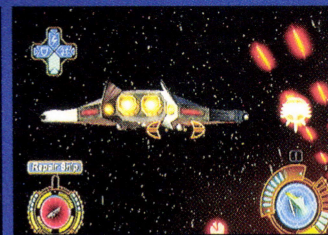
There is a large contingent of freighters to contend with.



There's no easy way to take them out, at least missiles regenerate.



Take this frigate guy out right when he appears.



The TF will send a ship to repair the freighters—take it out too.

MISSION OBJECTIVES

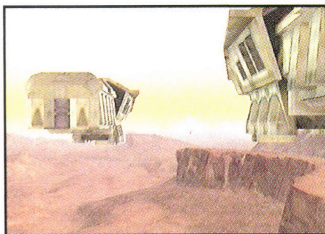
- 1 Protect Pirate Freighter during loading.
- 2 Escort Pirate Freighter.

BONUS OBJECTIVES

- 1 Destroy dropships before tanks are launched.
- 2 All Pirate Speeder Bikes must survive.
- 3 Destroy Recovery Freighter.



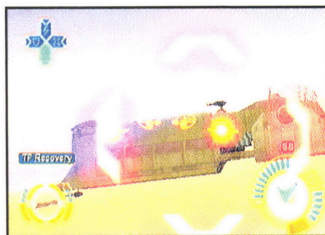
The number of AAT tanks on this level is almost overwhelming.



The reason for the difficulty: dropships. Take them out quickly.



Take out the tanks from a distance. Use the zoom.



Take out the Federation Recovery vehicle to win yourself a gold!

MISSION 6

VALUABLE GOODS

This is one mission where ordering your wingmen around will really help. You need to take out the big ships before they drop tanks, and to get a gold you will also have to take out the Recovery Freighter.

Objective 1

You simply will not believe the crap going on in this level. There's dozens of tanks, Scarab fighters and a couple dropships ready to drop even more tanks are in the area. It is imperative you destroy the dropships before they release their tanks or the mission will be over. Your wingmen will help if you ask them to. The tanks are set up all along the mouth of the river. You will need to take out almost all of them as well as a few fighters to protect the freighter while it's loading.

Objective 2

Once the freighter is loaded, it needs your support to get where it's going. More fighters fly in, of course, and there are still many tanks. Eventually the freighter will get away, but be sure to take out anything close to its pre-determined path.

Bonus Objective 1

There are three dropships in all. The first two are directly in front of you. Call on your wingmen for help to take these out quickly. If they drop their tanks, the mission becomes almost impossible. You will be warned when the third dropship shows up. Hit Triangle to find it and call on your buddies for help again.

Bonus Objective 2

The speeder bikes are small white

vehicles grouped around the Pirate Freighter. To protect them all, you have to take out the tanks. The Scarabs are really only concerned with the ships in the air and taking small strafing runs at the freighter while it's loading and trying to escape.

Bonus Objective 3

You'll be warned about the Recovery Freighter's approach. Target the ship and ask your wingmen for help.

MISSION 1

EYE OF THE STORM

This is easily the hardest level so far. Four dropships and a ton of tanks, bombers and Scarabs are ready to make your new job a living hell. Have fun!

Objectives 1 & 2

Your base is settled in the middle of a crater. It seems like a defensible position. It isn't. Tanks from all sides can just roll right in, and bombers are on their way (not to mention a few dozen Scarabs). The best way to protect your base and the transports is to immediately go after the two dropships that are heading right for you. Call in your wingmen, because you don't have a lot of time. Next, focus on Scarabs until the first wave of bombers roll in. These need to be taken out immediately; they have heavy duty firepower and can take out a base in no time. Around the time the second wave of bombers shows up, two more dropships come into view. These, too, need to be taken out immediately. Don't let them land and drop their tanks—if they do, it will simply be too much to handle. After the dropships are taken out, keep shooting down any bombers, tanks or Scarabs that have broken through to get to the base.

Bonus Objective 1

You need to take out the dropships to finish the level anyway. Just read the main objectives to find out how to take them out right when they appear.

Bonus Objective 2

The best way to protect the decoy freighters is to stay near the base. The only time you need to stray is when you have to take out the third and fourth dropships. Every

other enemy comes to you anyway—just be sure to take them all out before they get to close to where the freighters are landed.

Bonus Objective 3

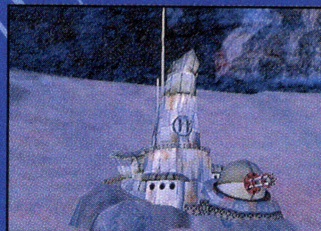
This is tricky. Jenkins is outside the base, so press Triangle until you find him. Next, take him to his Freefall near the freighters. Make sure he doesn't die if you want a gold medal.

MISSION OBJECTIVES

- 1 Protect Evac Transports during loading.
- 2 Protect Inferno Turret.

BONUS OBJECTIVES

- 1 Destroy dropships before tanks are launched.
- 2 All Decoy Freighters must survive.
- 3 Escort Jenkins to his Freefall.



The most important thing to protect on this level is your big gun.



Scarabs will do strafing runs to try to help destroy your base.



There are many tanks on their way to infiltrate your base.



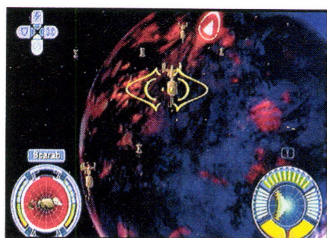
Jenkins is hard to find, but to get a gold, you have to escort him.

MISSION OBJECTIVES

- 1 Destroy Orbital Satellites.
- 2 Destroy escaping TF Freighters.

BONUS OBJECTIVES

- 1 Destroy escaping SuperFreighter.
- 2 Destroy all TF fighters.
- 3 Complete Mission in under seven minutes.



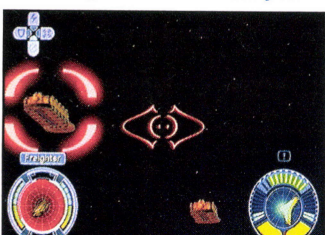
Take out the Scarabs until the freighters arrive.



If you're going for a gold, don't destroy all the satellites yet.



One of the objectives is to take out all the fighters. Pretty simple.



Ask your wingmen for help with the fighters.

MISSION 2

TAKING THE OFFENSIVE

This level can be relatively easy and very hard at the same time. It just depends on how careful you are. As usual, caution and employing the zoom feature will go a long way in keeping you alive. Also, watch out for a cannon firing at you from the planet surface a la Empire Strikes Back. "Our first catch of the day..."

Objective 1

There are four satellites in all. They have shields and cannons, so be careful. You can destroy them from afar with your lasers; it just takes several hits to do so (remember to keep one functioning if you want a gold). Keep in mind that you need time to take out the several dozen fighters in the area. The fighters will be more focused on you in this level than they are in many others. If you head straight for the satellites and try to take them out without evasive maneuvers, the fighters will tear you apart.

Objective 2

Your wingmen will immediately warn you that a small freighter force is escaping. The first freighter will be automatically targeted, and the next will target after the first is destroyed. You'll probably want to use the secondary missile weapon to take these down quickly.

Bonus Objective 1

After you've taken out a couple satellites, hit Triangle a few times to target the other SuperFreighter out there. This ship will drop mines that can severely damage you, so be sure to destroy it quickly.

as a strike force they will wear down your shields until you die. Remember to leave one satellite alive (take out its shields to make it easier to destroy later) to give you the necessary time to destroy all the fighters.

Bonus Objective 2

Destroying all the fighters will not be easy. None of them pose a threat to you by themselves, but

Bonus Objective 3

Follow what was said about this level in order and take out the fighters quickly. You should have no trouble making seven minutes.



MISSION 9

THE CRIPPLING BLOW

This is easily the hardest level yet. You are responsible for the destruction of an entire base. There are five main objectives to destroy, as well as many turrets and droids.

■ Objectives 1 through 5

The base you are attacking is situated inside a crater. The best way to start is to seek out and destroy all the turrets and droid dispensers that your targeting can give to you. The turrets will be the bane of your existence in this confined area. Each target you have to destroy has at least two turrets guarding it, and some actually have droid troops. As with other levels, it is easiest to destroy the turrets from behind by hitting the blue light with your lasers. The Command Center is the hub of the entire base. Two super bombs will be enough to destroy it. Luckily, you have one of the best ships for this mission, because your bombs will regenerate—it almost makes the level too easy. Use the zoom to take out the turrets before you are in range of them and take advantage of having unlimited bombs when you're taking out the objectives.

■ Bonus Objective 1

Two super bombs will take out this monster of a Command Center and give you a gold.

■ Bonus Objective 2

Destroying the Planetary Gun is a little tricky. Once you take out the command center, take out all remaining forms of resistance, especially the turrets. When you have destroyed a few objectives, you'll be closer to the inside of the

base, and you will be able to reach the Gun with ease. The Planetary Gun is guarded by turrets, though, so be careful.

■ Bonus Objective 3

Completing the mission in under eight minutes could be difficult because it takes time for your missiles to regenerate. Don't waste time with individual turrets—if you blow up the objectives, the turrets will go with.

MISSION OBJECTIVES

- 1 Destroy Landing Pad.
- 2 Destroy Manufacturing Building.
- 3 Destroy Power Station.
- 4 Destroy Main Factory.
- 5 Destroy Command Center.

BONUS OBJECTIVES

- 1 Destroy Command Center in under one minute.
- 2 Destroy Planetary Gun.
- 3 Complete Mission in under eight minutes.



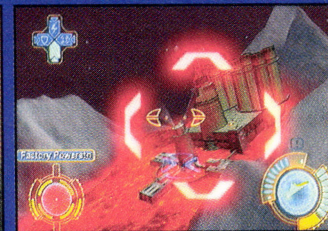
Take out turrets by hitting the blue light behind them.



To get a gold, hold Circle down for a super-bomb. Two will do it.



Watch out!! Each building has a couple turrets to guard it.



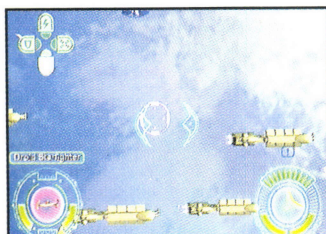
The Power Station is heavily guarded with turrets all around.

MISSION OBJECTIVES

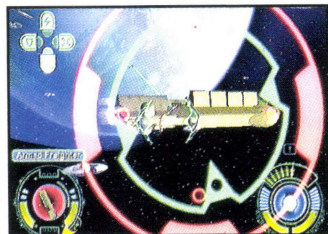
- 1 Disable one Armed Freighter.
- 2 Protect Captured Superfreighter.
- 3 Destroy Armed Freighters.

BONUS OBJECTIVES

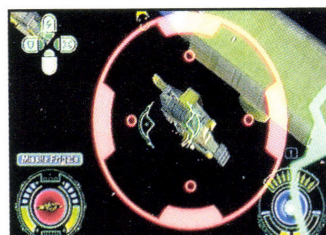
- 1 Destroy all Droid Escape Pods.
- 2 Complete Mission in under eight minutes.
- 3 Destroy all Missile Frigates.



Going for a gold? Ignore the Starfighters go for the freighters.



Be sure to "tag" so you can avoid enemies.



Frigate to the rescue again. Take him out fast before he attacks.



When you do go after the freighters, do it from a distance.

MISSION 10

THE NEW RESISTANCE

There are lots of Scarab and Droid Starfighters in this level, but not as many as you've seen in previous levels. You'll want to destroy the freighters, but be aware of your surroundings. If you focus on just the freighters, their turrets and escort fighters will rally to take you out.

■ Objective 1

First, target one of the freighters and fire away. Don't go nuts and shoot every missile you have, though. You want to disable the freighter's shield, not to destroy it completely.

■ Objective 2

After Objective 1, one of your wingmen will dock with the freighter and attempt to take it over. He'll succeed, of course, as long as you're still alive. As he attempts to learn how to fire the freighter's weapons, you'll have to protect it. This means taking out as many fighters as you can, especially the ones closing in on it.

■ Objective 3

The Armed Freighters will start to fire on the captured freighter, so you will have to take them out. Enlist the help of your wingmen to make the job easier.

■ Bonus Objective 1

As you take out the freighters, droids will attempt to escape in pods (robots feel fear, too, you know!). These are small and don't show up on radar. Take 'em out for the medal.

■ Bonus Objective 2

If you are able to avoid the small fighters long enough to take out all the freighters, the eight minutes you have is more than

enough. This late in the game, the fighters will really target on you. Luckily, you don't necessarily have to destroy them all to complete any objectives.

■ Bonus Objective 3

Four or five Missile Frigates will try to rescue the freighters. The weapons they have are just like the mines previous ships have had—the explosions will rip you apart if you're too close to them.

MISSION 11 MIDNIGHT MUNITIONS RUN

This is a very difficult escort mission. Although it happens to take place in the area your first mission was in, the ravines will feel tighter, and, to add insult to injury, it's very dark!

Objective 1

This escort service does NOT stop until you reach the resistance base. Also, Reti will ask you to stay close because he can't see anything. Don't listen to him. Scout ahead and destroy any threat before Reti gets there. If you leave even one enemy, you are endangering both your and Reti's chances for survival. In this mission, the fighters target you and your escort equally.

Objective 2

Once you reach the third of four clearings, your wingmen will advise you of a group of AMTs. You have to take these out quickly—a couple hits and Reti as well as the N-1 Resistance Escorts will bite it. There are four AMTs on the ground and several Scarab fighters in the air.

Objective 3

Next, your base is being overrun. Now you have to destroy all the tanks and incoming droid troops so Reti can land.

Bonus Objective 1

If you want the safest trip for your escort, you will destroy the AMTs anyway. They all show up on your targeting computer.

Bonus Objective 2

This is actually more difficult than you might think. Each dropship has already left enemies and are basically just hovering in the air. They will offer no resistance. The same cannot be said for the multi-

tude of ground troops, though. There is one dropship in the first clearing, one in the next and one in the third. The last dropship is a little hard to spot, so keep hitting Triangle until you get it on your scopes.

Bonus Objective 3

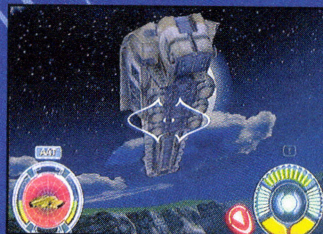
Other than destroying the dropships, completing all the objectives in the seven minutes is fairly easy.

MISSION OBJECTIVES

- 1 Escort Reti to Resistance Base.
- 2 Rescue N-1 Resistance Escorts.
- 3 Defend Resistance Base.

BONUS OBJECTIVES

- 1 Destroy all AMTs.
- 2 Destroy all dropships.
- 3 Complete Mission in under seven minutes.



As with many other levels, the dropships are key—destroy them.



You'll be attacked by waves of Scarabs in the clearing.



Your friend needs support—don't let him get too far ahead.



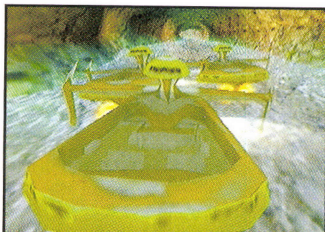
After your escort job is finished, hightail it back home.

MISSION OBJECTIVES

- 1 Protect Rescue Boats.
- 2 Destroy Turret Droids on prison camp Islands.
- 3 Provide escape route for Rescue Boats.
- 4 Protect Resistance Freighter.

BONUS OBJECTIVES

- 1 Destroy all Turret Droids.
- 2 Destroy dropship before tanks are launched.
- 3 Destroy all Droid Starfighters.



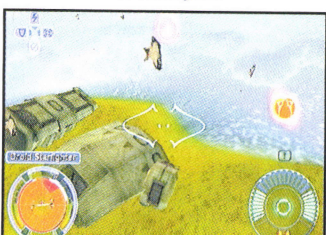
These boats are the key to this level—protect them at all costs.



Take out all the turrets or they will kill you.



Here comes the dropship with a few dozen tanks.



To get a medal, destroy the dropships before they deploy tanks.

MISSION 12 RESCUE ON SOLLEU

Time for another escort mission. You have to help three boats make it through a heavily fortified area with 15 or so turrets and several Staps and patrol boats—and that's just in the first section!

Objective 1

As soon as you get through the tunnel, several turrets close to your position will start firing at you (the first being straight in front of you on a building). Some of the turrets you have to destroy are on buildings, but most are along the sides of the river. Watch for other enemies approaching your escorts. After the bridge, there are several turrets continuing on down the ravine. Take them all out one by one.

Objective 2

Destroy the two turrets on the building next to the bridge. Pretty simple.

Objective 3

You have to fire on the bridge to provide an escape route, but you need to clear the first area before you can do that. Once you do, fire at the middle of the bridge. If you don't do it, though, one of your wingmen will take it out for you when the time is right.

Objective 4

Last off, protect the freighter your escort ships are here to meet. Resistance at this point will be in the form of Droid Starfighters and Bombers. Bombers are your first priority; they can be deadly.

Bonus Objective 1

You should destroy the turrets to protect your escort boats anyway.

Bonus Objective 2

The dropship is located at the end of the level where your escort boats meet with the freighter. The best thing to do here is stay far enough ahead of your escorts—that way you can skip a few tur-

rets, go blow the dropship real quick, then, before they can hit your escorts, fly back and take out the turrets.

Bonus Objective 3

Although there are quite a few Droid Starfighters to deal with at the end of the level, they are fairly easy to destroy.



MISSION 13

LAST STAND ON NABOO

After a couple escort missions, it's time for an all-out war. Two Trade Federation heavy transports (which you can't destroy, so quit trying) land and launch waves of enemies.

Objective 1

This level is going to take some time. You have one job, and it isn't even close to easy. As opposed to targeting heavy dropships (except for two that your wingmen can help you with), you will be required to take out several dozen tanks and a few bombers and Staps. You have to destroy as many as you can as fast as you can. You will be warned when a dropship is in the area, and, as with all other times one appears, you must drop everything and take them out before they land and add another 50 tanks to the battle. There are about 20 bombers that will come in different waves as well, and you will be warned most times when they are approaching. This level is a lot like Missile Command. The enemy just keeps on coming, and the best thing to do is to take them out closest to your base and make your way back. If, by some miracle, you find yourself ahead of the game, go for the mouth of the large transports to take out the land vehicles.

Bonus Objective 1

This is almost a joke. At some point somewhere around this circular base, an enemy tank is bound to take out a turret. There are so many tanks here that the only way every turret will survive is if you are VERY fast in destroying your targets.

Bonus Objective 2

Thank you for an easy one. As you well know by now, Scarabs can

take about two hits, so this is pretty easy—except for the fact that you have much more deadly enemies to watch out for.

Bonus Objective 3

This, too, is a bit of a joke. The enemies drop in time for you to destroy them and make the 12-minute deadline, but only if you target, destroy and move on very quickly.

MISSION OBJECTIVES

- 1 Protect Resistance Turrets.

BONUS OBJECTIVES

- 1 All Resistance Turrets must survive.
- 2 Destroy all Scarab Fighters.
- 3 Complete Mission in under twelve minutes.



Your base is heavily defended, but the assault force is huge.



Many of the tanks will come from these large transports.



Drop bombs from a high altitude to avoid a quick death.



HAG vehicles are very strong and should be your main concern.

MISSION OBJECTIVES

- 1 Destroy all Receiver Stations.
- 2 Destroy all Droid Starfighters.
- 3 Destroy Merc Leader.

BONUS OBJECTIVES

- 1 Destroy Receiver Stations in under two minutes.
- 2 Destroy all Interior Ceiling Turrets.
- 3 Destroy all Lander Assembly Cranes.



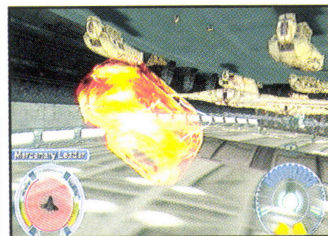
This is your target, the Federation's droid controller.



There are eight dishes on the outside and six in the middle.



The Merc Leader is easily the strongest small craft enemy.



Once inside, you're on your own. Watch for his exploding missiles.

MISSION 14

THE FINAL ASSAULT

It all comes down to this. You're going up against the same type of ship Anakin and his boys defeated in Phantom Menace. Unfortunately, you won't be able to just fly in and "whoops" it to death like boy Vader. You'll have to make it look realistic and actually use some skill.

Objective 1

With all the fighters flying around, this can be tough. Once you find a receiver station, though, keep boosting in a full circle around the circular ship, destroying them as you go around. Once those are destroyed, there are two more on the top-middle of the ship, and four more in the area with the strange pillars.

Objective 2

The Droid Starfighters hardly pose a challenge. At least not until the Merc Leader shows up—then you'll have your hands full with just him.

Objective 3

The Merc Leader is so hard that you might contemplate quitting. The missiles he uses leave huge explosions, so fight him from a distance. Also, be sure not to lose him when he flies into the big Federation ship—he uses a network of tunnels you may not otherwise have noticed.

Bonus Objective 1

The only way you'll really accomplish this is by knowing where the dishes are. It may take you a couple of tries.

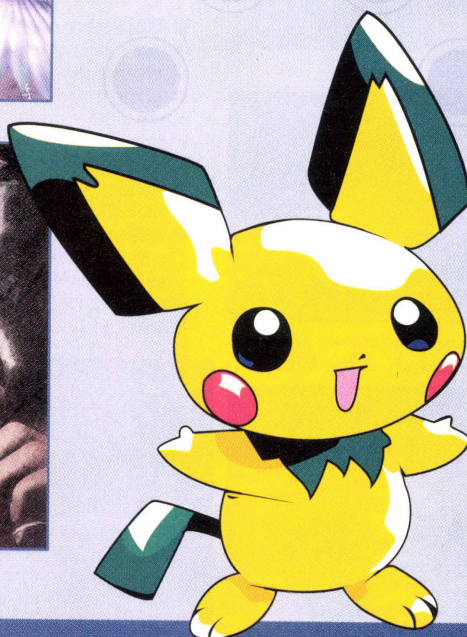
Bonus Objective 2

You'll want to destroy these turrets once you're in the ship anyway. If you ignore them, you'll miss out on a couple medals and you'll probably be killed.

Bonus Objective 3

There are four of these Lander Assembly Cranes that you have to destroy. Why would you have to destroy Lander Assembly equipment when you are trying to take down the whole ship? Yours is not to wonder why... At least they show up on the radar.

XG UPDATES



The Not-So-Subtle “In Case You Missed It” Section

One of the main goals we try to accomplish here at Expert Gamer is to answer your most frequently asked questions. Usually, our ultra-precise, quality-inspected, blowout guides take care of every and any question, but that's not always the case.

Occasionally, readers do miss issues, which leaves them out in the cold on a handful of strategies from that given month. Plus, you may not always have bought the game by the time XG hits the newsstand. Finally, sometimes we bury important stuff and you miss what you really need.

Well, this section is like a do-over. Think of it as a glorified letters section, as we concentrated on answering the most frequently asked questions on the most popular games out there. SmackDown 2!, Zelda, Pokémon...the top games are well-represented here. Some of it you may have seen before, but if repetition is the key to learning, then XG is bound to do some teaching.

DRIVER 2

Tanner is back, and this adventure is even bigger than his first. Guide him through endless streets brimming with danger and use our guide to help you.

Mission Chart

Use this chart to get a feel for the size of Driver 2, or to check and see how far along you are in the overall scope of things. Shown are both the name of the mission and a quick breakdown of the overall mission goal. (Note: One interesting omission from Driver 2 is the ability to choose your path as you progress from level to level. As a result, Driver 2 is 100-percent linear (unlike its predecessor), comprised of 37 levels total).

CITY/MISSION	MISSION METHOD/GOAL	TIME LIMIT
Chicago		
Mission 1: Surveillance Tip Off	Drive across town and hop in Jones' car to complete the mission.	2:55
Mission 2: Chase the Witness	Tail the witness all the way to the train station—stay close!	1:00
Mission 3: Train Pursuit	Follow the train, and make sure to keep it on-screen.	2:00
Mission 4: Tailing the Drop	Tail the car without being detected—just watch the meter.	N/A
Mission 5: Escape to the Safe House	Keep it going full throttle the whole way back to your apartment.	3:40
Mission 6: Chase the Intruder	Follow the car to Goose Island, and don't let him get off screen.	N/A
Mission 7: Escape from the Compound	Escape the maze and jump the drawbridge. Just like on TV, yeah!	2:50
Mission 8: Leaving Chicago	Follow the tracks to the train station while avoiding the Brazilians.	3:30
Havana		
Mission 1: Follow Up the Lead	Tail the Brazilian without getting too close. Watch your meter.	N/A
Mission 2: Hijack the Truck	Smash up both the escort and the truck before time runs out.	N/A
Mission 3: Stop the Van	Destroy the explosives truck and watch out for bombs!	N/A
Mission 4: Find the Clue	Chase and destroy all four marked cars to complete the mission.	7:00
Mission 5: Escape to the Ferry	Get to the ferry, hit the ramp and get on board. Ignore the coppers.	N/A
Mission 6: To the Docks	Find the fastest route to the docks. Blaze through the red arrow to win.	3:40
Mission 7: Back to Jones	Get to Jones' car and hop in.	2:30
Mission 8: Tail Jericho	Tail the car without being detected. Just watch the meter.	N/A
Mission 9: Pursue Jericho	Hop in the pink car and smash Jericho's car beyond repair.	N/A
Mission 10: Escape the Brazilians	Avoid Brazilians, then get to the safe house and close the garage door.	N/A
Las Vegas		
Mission 1: Casino Getaway	Pick up Caine's crew, then get to the safe house.	3:30
Mission 2: Beat the Train	Follow the train to the bridge and hop in the blue car.	0:45
Mission 3: Car Bomb	Get the car to the drop off point and run to safety.	3:00
Mission 4: Car Bomb Getaway	Steal the car of your choice and get to the safe house.	3:30
Mission 5: Bank Job	Get to Jericho quickly, and make sure to shut the garage door.	3:30
Mission 6: Steal the Ambulance	Smash up the ambulance, then hop in and get it to the safe house.	1:25
Mission 7: Stealth	Lose the police and work your way to the airport.	3:30
Mission 8: Steal the Keys	Smash up the car then enter it and find the keys.	4:00
Mission 9: C4 Deal	Lose the police and get the C4 from the car lot.	3:00
Mission 10: Destroy the Yard	Get to the dark grey building and plant the C4 charges on foot.	3:30
Rio		
Mission 1: Bus Crash	Get to Vasquez's cars and smash 'em up with your bus.	6:00
Mission 2: Steal the Cop Car	Steal a cop car from the police station and hide it in the lockup.	2:00 / 3:30
Mission 3: Caine's Cash	Stop the limo (with your lights) and get in. Get to the lockup.	2:00 / 3:00
Mission 4: Save Jones	Smash up the Brazilian's car to save Jones' cover.	4:00
Mission 5: Boat Jump	Get to the boat, place the explosives, and jump the ramp to get off!	2:50
Mission 6: Jones in Trouble	Shake the cops, and get to Jones' cabin (go inside).	2:50
Mission 7: Chase The Gun Man	Take the yellow car, and ram the hell out of Jones.	1:25
Mission 8: Lenny Escaping	Get to the helipad before Lenny gets away.	1:40
Mission 9: Lenny Gets Caught	Follow the helicopter (closely) and catch Lenny!	N/A

TONY HAWK'S PRO SKATER 2

Chart your progress with this list of special moves. How many have you done? Well, here's your chance to do 'em all, as they say.



tonyHAWK

- Overturn
▼ ◀ + Grind
- The 900
▶ ▼ + Grab
- Sacktap
▲ ▼ + Grab



rodneymULLEN

- Heelflip Darkslide
▶ ◀ + Grind
- Nollieflip Underflip
▼ ◀ + Kickflip
- Casper to 360 Flip
▼ ▶ + Grab

ericKOSTEN

- The Fandangle
▶ ▼ + Grind
- Indy Frontflip
▼ ▲ + Grab
- Pizza Guy
▼ ◀ + Grab

steveCABALLERO

- Hang Ten
▶ ▲ + Grind
- Triple Kickflip
▲ ◀ + Kickflip
- FS 540
▶ ◀ + Grab

chadMUSKA

- Hurricane
▼ ▶ + Grind
- Mute Backflip
▲ ▼ + Grab
- Muska Nose Manual
▶ ▲ + Grab

elissaSTEAMER

- Madonna Tailside
▲ ◀ + Grind
- Hospital Flip
◀ ▶ + Kickflip
- Indy Backflip
▲ ▼ + Grab

geoffROWLEY

- Rowley Darkslide
◀ ▶ + Grind
- Double Hardflip
▶ ▼ + Kickflip
- Half Pipe Casper
▶ ◀ + Kickflip

runeGLIFBERG

- One Foot Bluntside
◀ ▲ + Grind
- Kickflip One Foot Tail
◀ ▼ + Kickflip
- Christ Air
◀ ▶ + Grab

buckyLASEK

- The Big Hitter
◀ ▼ + Grind
- One Foot Japan
▼ ▶ + Grab
- Fingerflip Airwalk
◀ ▶ + Grab

andrewREYNOLDS

- Nosegrab Tailslide
▲ ▼ + Grind
- Triple Heelflip
▲ ▶ + Kickflip
- Hardflip Late Flip
▲ ▼ + Kickflip

kareemCAMPBELL

- Nosegrind to Pivot
▼ ▲ + Grind
- Ghetto Bird
▼ ▲ + Kickflip
- Casper
◀ ▼ + Grab

bobBURNQUIST

- Rocket Tailslide
◀ ▼ + Grind
- Racket Air
◀ ▼ + Grab
- One Foot Smith
▶ ▼ + Grind

jamieTHOMAS

- Beni F-Flip Crooks
▼ ▲ + Grind
- Laser Flip
▼ ▶ + Kickflip
- One Foot Nose Manual
◀ ▲ + Grab

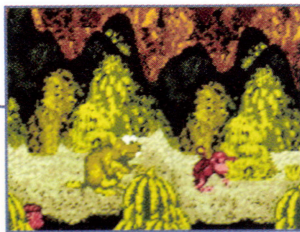
DONKEY KONG COUNTRY

One of the best SNES games ever made is now one of the best Game Boy Color games ever. Use these boss-busting strategies to help the big ape recover his stolen banana stash.

BOSS!

Very Gnowty's Lair

Gnowty as he may be, he's no trouble for a half-ton of hairy, angry ape crashing into his mutant gopher noggin. Jump on his head five times to put him out of commission. Every time you hit him, he'll move a little faster and his jump attack will go further. If you're having trouble, use the roll to get away from him quickly after you land a solid head bop.



BOSS!

Necky's Nuts

An easy boss—jump on the tire and start bouncing. When Necky spits a nut at you, land on his head. Repeat this five times for a victory and passage to the Vine Valley.



BOSS!

Bumble B. Rumble

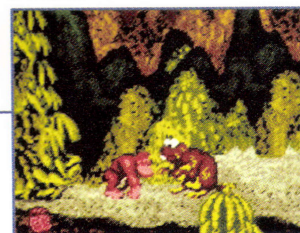
If you can nail Bumble B. four times with a barrel, you'll swat this pesky insect. He's invulnerable when angry (red), so dodge his up-down motions and have a barrel ready when he changes back to yellow. Not too tough, eh?



BOSS!

Really Gnowty Rampage

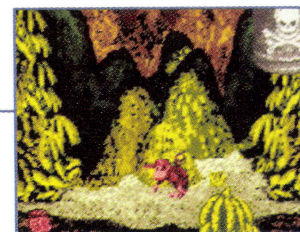
It's Very Gnowty's brother with an equally pun-ful name (ouch), Really Gnowty. Same tactics as before—bop him on the head five times. Unlike his brother, Really Gnowty also moves Really Fast after he gets bopped; when he's in his recovery pose and about to leap, roll at him so that you get clear and can position your next attack. He should go down with only a few tries.



BOSS!

Boss Dumb Drum

You MUST have Donkey Kong to beat this strange foe. An angry steel canister, Dumb Drum will shake enemies into the area—stomp them ASAP! The second-to-last foe dropped is the fat alligator enemy only Donkey can crush, and the last is a pair of armadillos. When the drum tries to smoosh you, start rolling away—since he roughly targets the last area you were in, you'll be able to get away from him quickly. After you've bopped the armadillos, Dumb Drum becomes Dead Drum. Hooray!



BOSS!

Necky's Revenge

Beat him just like you did the first Necky—jump on the tire, hold A, and bounce on his head when he stops spitting nuts. He'll fall with no problem.



FINAL BOSS!

Gang-Plank Galleon

Finally, the hour of reckoning has come, and King K. Rool is ready to hoist anchor with his cargo of YOUR bananas. To beat him, jump his crown, and then smack him on his crown-free head. He'll dash a number of times at you after you hit him, based on which hit it is (the first hit he dashes once, second hit he dashes twice, third hit he dashes three times). Leap over him as he dashes—but watch out! Each dash in a series gets progressively faster. After three hits, he'll start raining down cannonballs before he throws his crown—roll underneath them. Each subsequent hit will incur an extra hail of cannonballs (up to three subsequent cannonball attacks on the sixth hit). The seventh hit will knock him out for good, or does it? Say...those "Credits" look a little funny—don't relax yet! After the faux credits roll, he'll get up and attack again. This time, avoid his jumps, and bop him when he throws his crown. A few hits, now, and he'll be done for good. Be sure to check out your Options and Extras when finished for some extra rewards.



FINAL FANTASY IX

RPG of the year? Yeah, probably. We tried to fit the whole walk-through onto this page, but it wouldn't quite fit. Instead, here's how to complete the game's two most important side-quests.

CHOCOBO Hot & Cold Game

- This is a minigame in which you dig for items as well as clues to the whereabouts of valuable Chocobo treasure chests (in the form of small engraved stones called Chocographs). Prizes found by digging, except for the Chocographs, are available in unlimited supplies if you continue to play the "Chocobo Hot & Cold" game.
- Points are awarded per item depending on the depth and rarity of the item found, as well as finding more than one item within five seconds. Bonus time and double points are received if you find four items within the initial 60 second time limit. If you find eight items within the time allotted, you'll receive extra bonus points.
- Chocographs, of which there are 24 (either found whole, or formed by assembling pieces) can be found in Chocobo's Forest and Chocobo's Lagoon (on the side of the island of Palmnell, south of the Forgotten Continent), as well as Chocobo's Air Garden later on.
- Periodically, each location will run out of Chocographs, at which point you'll either have to try one of the other locations or advance the game.

Items Found by Digging

50 Gil	Cacusha	Eye Drops	Remedy
200 Gil	Dead Pepper	Gysahl Greens	Rising Sun
500 Gil	Echo Screen	Hi-Potion	Soft Tent
5,000 Gil	Elixir	Ore	Chocograph (23)
Annointment	Ether	Phoenix Pinion	Chocograph Piece
Antidote	Extension	Potion	(6)

Chocograph Location

Streamside	Nomarinia Beach - Eunorus Plains - Near Chocobo Forest
Between Mountains	Eunorus Plains - West of Lindblum's Dragon's Gate
Uncultivated Land	Zamo Basin - Southeast of Alexandria
Healing Shore	Easistern Coast - Near Clegra
Abandoned Beach	Gegalrich Shores - Outer Continent
Cold Field	Mitmakis Ice Field - Lost Continent
Forgotten Lagoon	In the shallow water around island above Forgotten Continent
Faraway Lagoon	In the shallow water off northwest coast of the Forgotten Continent
Abandoned Lagoon	In the shallow water west of Kognish Shores - Outer Continent
Bird's-eye Lagoon	In the shallow water surrounding island off Tuhanda Shores near Lindblum
Small Beach	Lanshake Island - Off the coast of Nomarania Beach
Dawn Lagoon	Off Derek Beach - South of Treno
Forbidden Forest	Nolrich Heights - Southeast of Popos Heights
Green Plains	Alexandria Plateau - Ledge above Togull Beach
Dusk Plains	Seaways Canyon/Gusty Valley - Forgotten Continent
Forgotten Plains	Yuanshao Peninsula - Forgotten Continent
Sea at Dusk	Off eastern coast of Forgotten Continent - Near Oeilvert
Ocean	Slightly west of Everlang Island - Forgotten Continent
Cold Lagoon	In the water off Mitmakis Ice Field - Lost Continent
Mist Ocean	In the deep water off Edgecry Coast - Mist Continent
Outer Island	Korua Island - Off eastern coast of Outer Continent
Outer Island 2	Likanmack Island - Off northern coast of Outer Continent
Fairy Island	Vile Island - Southwest of Lifa Tree
Forgotten Island	Pilkiras Island - Off northern coast of Forgotten Continent

If you feed your Chocobo **Dead Peppers**, he can dive in the ocean, rocket high into the sky or break open cracks in the ground. Some things you can find by using this ability are:

Item Location

Chocobo's Air Garden	Various - Look for shadow to appear in locations noted on Chocograph Pieces
Mogmet Central	Cazedil Plains - Island north of the Outer Continent
A treasure trove	Central/Eastern Seaways Canyon - Forgotten Continent
A treasure trove	Western Seaways Canyon - Near Woods - Forgotten Continent
A treasure trove	Seatence Ice Field - Lost Continent
A treasure trove	Jump from rear exit of Quan's Dwelling after turning in the 12 Stellazio
A treasure trove	In ocean between the Outer and Lost Continents - Northern area
A treasure trove	In ocean between Mist and Outer Continents - Northwest of Alexandria
A treasure trove	In water in lagoon at Southernmost tip of Forgotten Continent
Chocobo's Paradise	Uaho Island - Upper left corner of the map (not shown)

STELLAZIO LOCATIONS

Stellazio Location

Aries	On ground on the first floor of the Windmill in Dali
Cancer	In the overturned crate in the Burmecia Suburb
Gemini	Throw 130 Gil into the fountain at the Treno Gate
Taurus	On the ground near the item shop in the Treno Slums
Scorpio	On the ground in the lower level of Quan's Dwelling
Virgo	On the guestroom floor of the Black Mage Village Inn
Libra	Next to the fountain in Madain Sari
Leo	On the ground in the Neptune Room of Alexandria's West Tower
Sagittarius	On the ground in the Lindblum Shopping Area during the rebuilding
Capricorn	In the water in the Entrance room of Daguerreo
Aquarius	In a chest in the entry hall of Ipsen's Castle
Pisces	In chest in the Core area of the Airship Invincible
Ophiuchus	After giving the first 12 to Queen Stella, find the 13th in Quan's Dwelling



WWF NO MERCY

Wrestling is still just as popular as ever, so we're bringing back some of the best strategies for the latest and greatest grappler on the N64. Now make some custom characters and go for it!

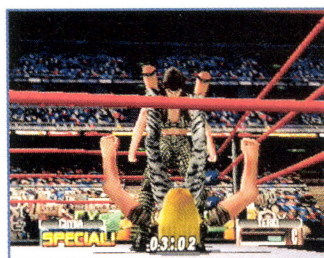
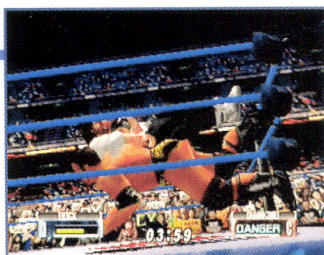
SPECIAL ATTACKS

■ Watch your Attitude Meter as you wrestle. If you perform well, it will fill up and turn red. When it is nearly full, it will begin to flash. This is your cue to perform a Special Move.

■ As the meter flashes, do a taunt by hitting the Analog Stick. When your Attitude Meter flashes the word "Special," quickly grab your opponent in a strong grapple and hit the Analog Stick again. Now, watch as your Special Move does some major damage.

■ If you're quick enough, you can sometimes pull off two Specials in a row. As soon as the Special finishes, hold down the R-Shoulder to pick up your fallen foe. As soon as he's back on his feet, grab him again and activate the Special.

■ After getting off a Special or two, most wrestlers who have low energy will begin flashing "Danger." This is a prime pinning opportunity, so don't waste it.



CUSTOM WRESTLERS

The best way to have fun with No Mercy is to hook up with some friends and tear into the multiplayer mode. While it's definitely great to recreate some of your favorite WWF matches, it's even more fun to use the Create A Superstar mode to fight with your own creations.

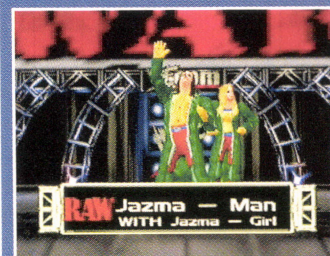
There's plenty of different faces, outfits and accessories that you can use to make a unique looking wrestler. After you get the proper physical appearance down, it's time to pick the moves.



"And this one is for that phony All Bonds code that you said was in GoldenEye, Terry!"

There are literally hundreds of different moves and taunts in this game. If you want, you could easily spend hours selecting the perfect moves for your newest WWF superstar. If you're feeling lazy, though, you can just use the default set of moves.

However you create your own characters, you're in for a great time!



You can even make famous superheros with the Create A Superstar mode.

SMACKDOWN MALL

■ If you've been playing the Championship mode, you've probably noticed that you earn money after each match. These WWF Bucks can be spent at the Smackdown Mall on all sorts of things that enhance the game play.

■ There's a wide variety of different outfits and weapons available to purchase, but if you want the most value for your dollar, you'll want to save up for the new characters and moves.

■ Adding more wrestlers to your roster not only gives you more choices when you're looking to dish out punishment, but it can also catch your friends unaware when you start using a wrestler whose moves they're unfamiliar with.

■ Keeping with the moves theme, buying new moves to use with your custom wrestlers is something that you should do right away. Some very powerful moves are only available if you save up for them, so they're definitely worth your time. Of course, once you've bought all the characters and moves that you feel necessary, go ahead and pick up some of the new outfits and weapons. After all, if you can't beat your opponents over the head with a giant copy of the Rock's book, why bother beating them over the head at all?

SECRET CHARACTERS

Besides the extra characters you can buy in the Smackdown Mall, there's plenty of secret characters to unlock. **Note:** You will notice that some wrestlers can be accessed through both methods (some can even be purchased at the Smackdown Mall). In these cases, any one of the methods can be used to unlock the character.

Play Through Survival Mode: As you progress, you'll challenge these hidden characters. Defeat them and you can use them in the normal game.

- Jerry Lawler: 21st opponent
- Shane McMahon: 31st opponent
- Mae Young: 41st opponent
- Cactus Jack: 51st opponent
- Ken Shamrock: 61st opponent
- Mick Foley: 71st opponent
- Vince McMahon: 81st opponent
- Shawn Michaels: 91st opponent
- Andre The Giant: 101st opponent

Play Through Championship Mode: These hidden characters will be unlocked when you play through their respective courses.

- Vince McMahon: WWF Course, chapter 10-3
- Shane McMahon: Intercontinental Course, chapter 9-4
- Linda McMahon: WWF Course, chapter 10-2
- Earl Hebner: WWF Course, chapter 10-4
- Shawn Michaels: WWF Course, chapter 10-9
- Cactus Jack: Hardcore Course, chapter 9-7
- Mick Foley: WWF Course, chapter 10-1
- Andre the Giant: WWF Course, chapter 10-8

POKÉMON GOLD & SILVER

Months after its release, we still get more questions regarding Pokémon Gold & Silver than just about any other game. So here's a few handy tips and strategies to help you catch 'em all.

IMPORTANT PHONE NUMBERS

■ As you've probably noticed, several trainers will ask for your phone number once you defeat them in battle. Unfortunately, your PokéGear phone can only store 10 numbers at a time.

■ Two slots will always be filled by your Mom and Professor Elm, so you can really only hold eight numbers. Later on, you should definitely register Bill (of Bill's PC fame) in there.

■ The trainers whose numbers you do register will call you occasionally to give you chit-chat updates about how their Pokémon are doing or to challenge you to a rematch.

■ There are six extremely rare Pokémon who will practically never show up during the normal events of the game.

■ However, certain trainers will sometimes call you to inform you that these elusive Pokémon have been spotted en masse at a particular location. That's your cue to drop everything, because you'll have a good chance of catching one. Make a note of these trainers, and be sure to get their phone numbers once you've defeated them. They're the key to catching the following rare Pokémon.

#183 Marill is found in Mt. Mortar. Parry on Route 45 will inform you.

#193 Yanma is found on Route 35. Arnie on Route 35 will inform you.

#206 Dunsparce is found in Dark Cave.

Anthony of Route 33 will inform you.

#209 Snubbull is found on Route 38. Chad on Route 38 will inform you.

#211 Qwilfish is found on Route 32. Ralph on Route 32 will inform you.

#223 Remoraid is found on Route 44. Wilton on Route 44 will inform you.



Popular Poké-Questions

Q: Where is the Metal Coat found?

A: You can earn the Metal Coat when you are in Kanto aboard the S.S. Aqua. An old man will ask for help finding his lost granddaughter, who has wandered off on the ship. Once you return her, the grateful man will give you the Metal Coat as a reward.

Q: How do I catch #151 Mew?

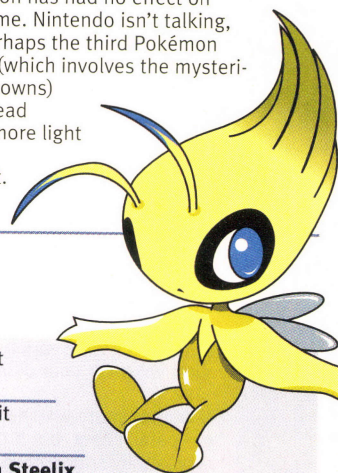
A: Mew is the rare Pokémon who was introduced in the Blue and Red versions of Pokémon. The only way to catch it is to attend one of Nintendo's travelling Pokémon Tours (see www.pokemon.com for more details). If you bring along your Game Boy and Pokémon cartridge, Nintendo will give you a Mew free of charge. Of course, you can use the Game Shark or a similar cheat device to catch the elusive Mew, but if you use those cheat codes incorrectly, you can erase your saved game.

Q: How do I catch #251 Celebi?

A: As of right now, Nintendo hasn't revealed how to catch Celebi, the extremely rare Pokémon in the Gold and Silver versions of the game. Most likely, you'll have to get it at one of Nintendo's Pokémon Tours, much like how you get Mew. Again, you could use a cheat device to catch it, but you run the risk of damaging your saved game.

Q: What is the purpose of the Unown?

A: So far, catching the 26 different Unown Pokémon has had no effect on the game. Nintendo isn't talking, but perhaps the third Pokémon movie (which involves the mysterious Unowns) will shed some more light on the subject.

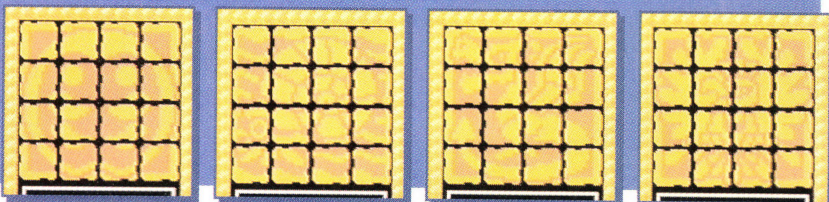


Evolution Chart

- Trade a **Poliwhirl** with a **King's Rock** to evolve it into a **Politoed**.
- Trade a **Slowpoke** with a **King's Rock** to evolve it into a **Slowking**.
- Trade a **Onix** with a **Steel Coat** to evolve it into a **Steelix**.
- Trade a **Seadra** with a **Dragon Scale** to evolve it into a **Kingdra**.
- Trade a **Scyther** with a **Steel Coat** to evolve it into a **Scizor**.
- Trade a **Porygon** with a **Up-Grade** to evolve it into a **Porygon 2**.
- If **Eevee** evolves due to mood during the day, it becomes **Espeon**.
- If **Eevee** evolves due to mood during the night, it becomes **Umbreon**.
- **Chansey** evolves by mood into **Blissey**.
- **Golbat** evolves by mood into **Crobat**.
- **Togepi** evolves by mood into **Togetic**.
- **Pichu** evolves by mood into **Pikachu**.
- **Cleffa** evolves by mood into **Clefairy**.
- **Igglybuff** evolves by mood into **Jigglypuff**.

Secrets of the Ruins Revealed!

■ The four puzzles in the Ruins of Alph can be fairly tricky to solve. If they're proving to be too much of a challenge, check out these pictures for their solutions:

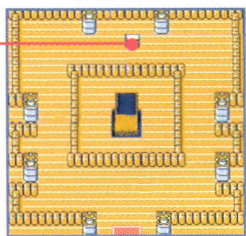




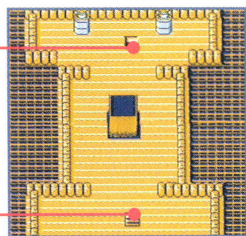
Finding Ho-oh In Tin Tower

The Tin Tower is located in Ecruteak City. You must pass through the house near the pond on the north side of town to get to it. Inside the tower, you'll have to navigate the ramps that force you to jump over the pits. They only work one way, so pay close attention to the layout. Ho-oh awaits you on the top floor.

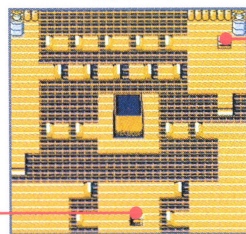
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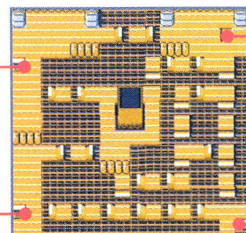
FLOOR 2



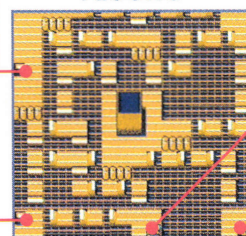
FLOOR 3



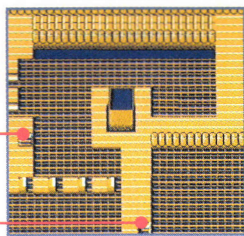
FLOOR 4



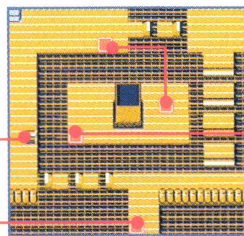
FLOOR 5



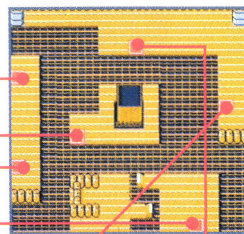
FLOOR 6



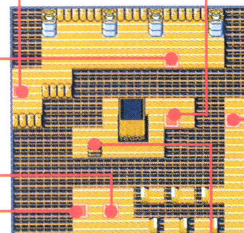
FLOOR 7



FLOOR 8



FLOOR 9



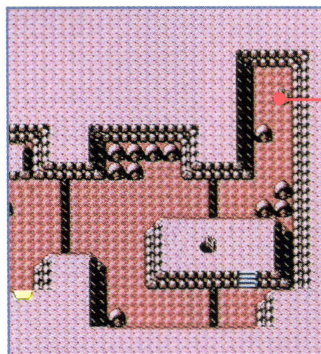
FLOOR 10



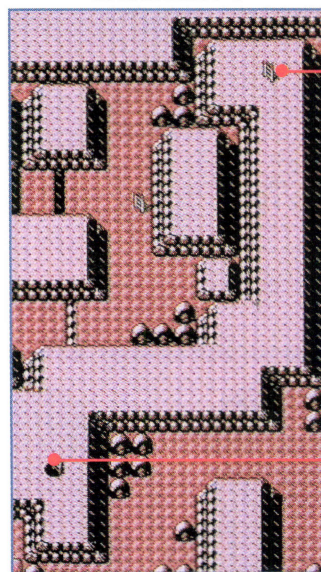
Finding Lugia in Whirl Islands

The Whirl Islands are located on Routes 40 & 41 between Olivine City and Cianwood Island. There are four islands here, but if you're looking to catch Lugia, you only need to go into the northeast one. Wander around through the other caves to collect a bunch of different items.

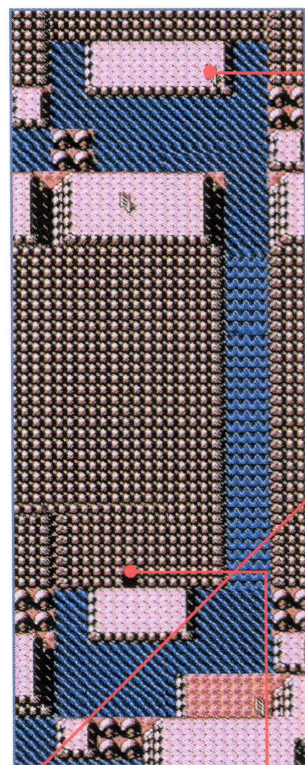
FLOOR 1



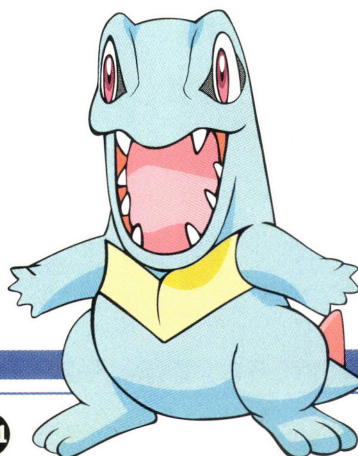
BASEMENT 1



BASEMENT 2



BASEMENT 2



BANJO-TOOIE

Banjo-Tooie is loaded with a plethora of secrets, and only the most diligent gamer will ever find them all. Here are the most important tips and secrets that you'll need.

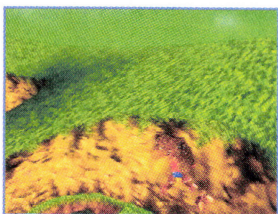
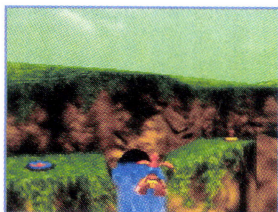
BANJO-TOOIE SECRETS

MYSTERIOUS BANJO-KAZOOIE CARTS

The Old Waterfall Trick: Fly to the top of the waterfall in Spiral Mountain. While inside, you'll be able to reach a climbable wall section that will lead to a passage that lets you in the cage with the cartridge. Smack the cartridge to make it give up a Special Egg. Hatch the egg at Heggy's Egg Shed to learn a new attack.

Break the Cage: Fly to the cage across from where you met Cheato in the Spiral Mountain area. To get past the gate, you simply need to fire a Grenade Egg. Bust the cartridge inside in order to obtain a Special Egg. When you return and hatch this egg at Heggy's, you will be able to fire Homing Eggs at your enemies.

South of Jinjo Town: There is a ledge that you can Grip Grab on just a little south of where the Jinjos live. This will take you to a small cave with an N64 cartridge. If you smack into the egg, a giant silver key will pop out. The key is easy to miss, so make sure you pick it up. Yes, it's the silver key that you couldn't reach in the first game. This key is needed to open the chest containing the giant Glowbo that Wumba wants.

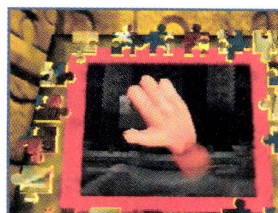
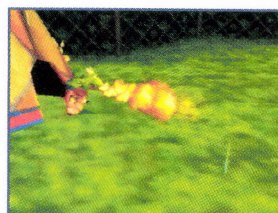


Are these cartridges the only link between the two games?

KAZOOIE THE DRAGON

The Giant Glowbo: In Pine Grove Wumba will require a giant Glowbo. To find it, search the Waterfall Cavern in Glitter Gulch. You will find a giant locked chest behind one of those barriers that you need to Talon Torpedo. The key needed is obtained from one of those N64 cartridges.

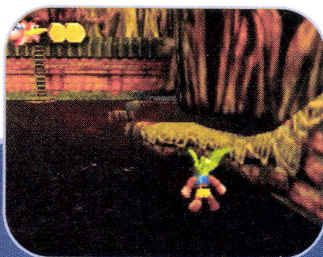
Transforming Kazooie into a dragon is much more than a cosmetic change. She is now able to breath fire for as long as she wants. Standard enemies will cease to be a threat to you when you can easily burn them.



Secret Puzzle: After you complete the puzzles for every level, you'll get to play an ultra-hard puzzle that will really test your skills.

Heggy's Egg Shed: Return the Surprise Eggs to Heggy's in order to hatch them for special abilities and bonuses.

BASIC TIPS



Preventing Fall Damage: As long as you have Kazooie on your back, you can do the equivalent of a double jump. If you jump and fall a long distance, trigger the second jump near the ground and you'll slow your descent. Keep in mind that after Banjo yells loudly when he falls, you'll lose your chance. If you learn the timing, you'll keep yourself from dying multiple needless deaths.



Cheating with Clockwork Kazooie Eggs: This little robotic (and explosive...) chick can collect items—just throw a Clockwork Kazooie Egg to call it up. If you are having a hard time reaching a Jinjo or other tough-to-reach item, toss an egg. Remember that the eggs will explode if they're exposed to water or thrown too far. Still, these eggs are the best addition to Banjo-Tooie. They make things easy.



Don't Be Fooled: Minjos (mean Jinjos) start appearing in the later levels. Instead of eagerly awaiting you to take them home, these vile critters will attack you! To be on the safe side, shoot a Grenade Egg at any questionable Jinjo. If he is a real Jinjo, the shot will pass right through him without incident. If he is a Minjo instead, he'll be blasted apart. Be warned: Minjos respawn after about a minute.

LEGEND OF ZELDA- MAJORA'S MASK

Having the ability to sustain more damage is a great way to stay alive. By finding all of the Heart Containers, you can stack the odds in your favor.

Clock Town

- 01 Fly to the top of the Clock Tower.
- 02 Use the Bunny Mask to reach the Heart in the tree near the slide in the park.
- 03 Beat the Postman's mini-game by timing 10 seconds in your head.
- 04 Complete the Deku Scrub Playground mini-game for all three days in a row.
- 05 Complete the Expert Course at the Mighty Training Center. Use jumping stabs to win.
- 06 Save up 5,000 Rupees at the bank.
- 07 Wear the Keaton Mask and bother the grass in the park. Answer all of the Keaton's questions. **Note: This also works on the grass in the Milk Road area, too.**
- 08 Wear the Couple's Mask and talk to the Mayor.
- 09 Wear the Postman's Mask and check out a mailbox.
- 10 Transform into a Goron and play the game at the Treasure Chest Shop.
- 11 Win Cutie and Honey's game all three days.
- 12 Hit all 50 of the red Octoroks in the Town Shooting Gallery.
- 13 Wear Kamaro's Mask and talk to the two Dancers in West Clock Town at night.
- 14 Give a Letter or a Land Title Deed to the ??? that appears in the toilet inside of the Stock Pot Inn.
- 15 Wear the All-Night Mask and sit through Grandmother's stories.
- 16 Sit through the Grandmother's stories, but get one of the questions she asks wrong.

Termina Field

- 17 Enter the hole where you met Kamaro and defeat both Dodongos.
- 18 Bomb a rock near the entrance to the Bay. You'll need the Zora Mask to reach the Heart after you take out the beehives.
- 19 Look in the high grass near Milk Road for a hole. Kill the creature inside.
- 20 Use the Telescope to see the flying Deku Salesman, then meet him at his hole. Turn down his first offer, then buy the Piece for 100 Rupees.
- 21 There are a set of four caves with Gossip Stones. Play the same tune with a specific form (barring Link) in all four caves.

Woodfall Swamp

- 22 If you give the Deku Plant the Land Title Deed, you can use his flower to get atop the Tourist Shop roof.
- 23 Climb to the top of the tree that is guarded by the bats.
- 24 Take a picture of the Deku King with the Pictograph and enter it into the competition.
- 25 Look at the end of the west gardens in Deku Palace.
- 26 Complete the Swamp Shooting Gallery for the second time.
- 27 Outside of Woodfall Temple, north of the Great Fairy's cave.
- 28 Play Koume's Boat Cruise game and nail at least 20 targets.

Snowhead Mountain

- 29 Give the Land Title Deed to the Deku in the Goron Village. Use this flower to reach a hidden ledge.
- 30 Collect all of the frogs while wearing Don Gero's Mask.
- 31 After the mountain thaws, search the lake in Zora form.
- 32 Use the Lens of Truth in the area where you rolled across pits in Goron form. Play the Scarecrow Song while standing on the furthest block and Hookshot your way to the heart.

Romani Ranch

- 33 Win at least 150 Rupees in the course of a day at the Dog Races.

Great Bay Coast & Zora Hall

- 34 Shoot the masks in the Seaside Spider House in the correct order to open up a secret passage.
- 35 Hit a trigger to open a gate that was barring the way to this chest in the Pirate's Fortress.
- 36 Collect five fish and feed them to the large fish in the research lab.
- 37 Reunite the Seahorses at Pinacle Rock.
- 38 Kill the Like Like at the bottom of the Beaver's waterfall.
- 39 Trade the Title Deed to the Deku Plant in Mikau's Room. Use the flower to reach the Heart Piece.

- 40 Read Mikau's diary on the second floor of the drummer's room. Jam with the Guitarist, placing Mikau's notes after the other band member's. Next, stand in front of the band leader and play the two jam songs on the Ocarina of Time.
- 41 Beat the Fisherman's game. Play it after you have restored the Bay to its healthy state. He will be atop a stone near Pinacle Rock.
- 42 Beat the Beavers again after earning the Bottle from them.
- 43 Play the Scarecrow Song while you're riding a bean sprout (found on the cliffs near the Pirate's Fortress). Hookshot your way to the Heart Piece.

Ikana Valley

- 44 Trade the Land Title Deed to the Deku Salesman and use the flower to hover to the Heart Piece.
- 45 Enter the graveyard on the second day while wearing the Captain's Hat. Have the skeletons unearth the grave. Use the Lens of Truth to find your way.
- 46 Use the flowers on the roof of the Ikana Castle to reach a heart atop a pillar.
- 47 Kill all the female Poes that are inside the house.
- 48 If you have at least 16 Hearts, you can enter the Secret Shrine, which can be found by jumping into the water by the Octoroks and swimming left. You'll need a light arrow to get inside. Beat all of the mini-bosses.

The Moon

- 49 In the area where you must transform into a Deku, hover to the platform on the far right.
- 50 In the area where you must transform into a Zora, swim down the far left passageway.
- 51 In the area where you must transform into a Goron, roll through the entire course.
- 52 Complete the last section of the mask challenges by shooting a Bombchu into the ceiling. The Heart Piece will be revealed.

WWF: SMACKDOWN 2

Do you smell what XG is cookin'? Yup, it's another batch of SmackDown 2! info just for you. Get between the ropes and come on round, cause your the next contestant on catch a beat down.

Unlockable Goodies

Steve Austin

Unlocked after First Year season's Backlash event.

Shawn Michaels

New Match Type - Iron Man Referee

Unlocked after First Year season's Judgment Day event.

Billy Gunn

Unlocked after First Year King of the Ring event.

New Match Type - TLC Single and TLC Title

Note: You do not need to wrestle in this match to unlock it.

Unlocked after a TLC Match appears on event card (this occurs during the course of your First Year season).

Pat Patterson / Gerald Brisco

Unlocked after a series of cutscenes occurs involving Vince McMahon, Gerald Brisco and Pat Patterson (this occurs during the course of the First Year season).

Pete Gas / Rodney / Joey Abs

Unlocked after a series of cutscenes occurs involving Pete Gas, Rodney, and Joey Abs (this occurs during the course of the First Year season).

Debra

Unlocked after a series of cutscenes leading to a match involving Debra (this occurs during the course of the First Year season).

Cactus Jack

Unlocked after the First Year Now Way Out match.

New Match Type-Table Tornado Tag

Note: You do not need to wrestle in this match to unlock it.

Unlocked after a Table Tornado Tag Match appears on event card (this occurs during the course of your First Year season).

Mick Foley

New Movie: Credits (view in Options menu)

Unlocked after First Year season's Wrestlemania event (March 5th).

Michael Cole

Unlocked after the opening event of the Second Year.

Credits Sequence: When you complete your first Wrestlemania, you open a credit sequence that is playable from the Options menu from that moment on. It comes complete with video of all your favorite superstars and some particularly inspirational march music.

The Ultimate Secret: If you win your match at Wrestlemania in year five of your career, everything will be unlocked.

Match Tactics

Singles: If you're in a particularly intense match where each of you have already done a special and the next one could be lights out for the other, go out of the ring and throw some taunts your opponent's way to build up your SmackDown! Meter. Just don't get counted out. And you can't go wrong with running attack after running attack. Also, learn to time your reversals. This is especially useful on the punches because wrestlers tend to "telegraph" their moves, so every time they throw one, you can put a hand up and another one in their face. And when down, use the rollaway early and often.

Table: Here, you basically want to send your opponent for a ride through an inch of particle board. Or in the words of the Dudleys, who introduced this type of match to the WWF (bringing it over from their ECW days), "Get wood." To get your opponent onto the table, Irish Whip them toward it (be sure you're standing with your back to the table and that you only press Circle once.) Once they're on the table, get to a turnbuckle and climb. Do any move off the top rope and watch the table, and your victim, break in half.

Hell in a Cell: This is the kind of match that makes or breaks careers (just ask Mick Foley, Shawn Michaels or the Undertaker). Think cage match with a roof—a roof that you can send your opponent through if you so desire. To get up to the roof, you need to climb the sides. Once on top, throw your weight around and your victim will fall to his or her demise.

Casket: To win this one, Irish Whip your opponent into the casket, then start pounding on him with your X button while he's halfway up, until he falls back in for good. The lid will automatically appear and cover up your opponent once they can't get up anymore. Then you've won.

Ladder: To climb the ladder when your opponent is sufficiently KO'd, hit direction + X, then Circle to get on top (don't dilly-dally too long or you'll fall off), then Square to grab the brass ring, er, belt.

Fatal 4 Way: Spend a lot of time on the turnbuckle taunting to build up your SmackDown! Meter. Just be careful someone doesn't come and push you over. Go after everybody at first, then when one of the others starts to break away SmackDown! Meter-wise, go after them; this way, they can't build up their meter any more while you can. Sometimes, let your nemesis put moves on other people because it's easy to grab them from behind when they've completed, say, a suplex—do your damage when they're getting up. Concentrate all of the finishing moves you accrue on that one person because it will sometimes take more than one to beat them.

Handicap: If you're the one on the receiving end, just try to keep one of your opponents on the ground as much as possible with running attacks so you can concentrate on putting your power moves on the other. Get out of the ring once in a while to taunt so you can surge up that SmackDown! Meter.



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Official Contest and Sweepstakes Rules

Trick of the Month:

1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziff-davis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by April 20, 2001. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in *Expert Gamer* and/or EGM, however, only one prize shall be awarded.

2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about May 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be

received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.

6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2001 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

Letter of the Month:

1. No Purchase Necessary: To enter, send your letter to "Gamers' Forum," P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at xg@ziffdavis.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, mutilated, late illegible incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.

2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum FighterPad for the Dreamcast; One (1) Shark Pad Pro for the N64; or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of \$29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338.

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4. Winners' List: For a list of winner, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners

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Game Over:

1. No Purchase Necessary: To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: Issue #82" P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by April 20, 2001. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.

2. Prizes: Three Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value \$20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff Davis Media Inc. whose decisions are final. Drawing to be held on or about May 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

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Game Over

A P R I L 2 0 0 1

MEGAMAN X5



The Battle Against Sigma

A Happy Ending?



Sigma's First Form

■ Sigma's first form isn't nearly as tough as you'd expect. Be sure to wear the Ultimate Armor and arm yourself with either Tri-Thunder or E-Blade (depending on your character, of course).

■ Dodge Sigma as he jumps around the screen. As long as you keep moving, it's pretty unlikely that he'll hit you.

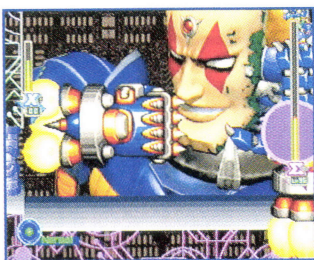
■ Soon, Sigma begins to teleport around the room. When he appears on the right side of the screen, get ready to dodge his energy waves. Duck under the large wave that flies across the center of the room, then climb the wall to evade the low-flying wave. The third type of wave travels across the floor and ceiling, so you'll have to jump between them to avoid any damage.

Sigma Supreme

■ After you've knocked out all of Sigma's energy, the battle's only half over. Sigma reemerges, looking much like Apocalypse from X-Men vs. Street Fighter. In this form, he pulls out all the stops by unleashing multiple attacks with lasers and his giant fists.

■ Sigma's only weak spot is the red jewel on his forehead. To reach it, you'll have to climb up the wall or ride up to it on one of his fists.

■ To make things easier on yourself, use the Ultimate Armor's Giga Attack against Sigma. You'll have to climb up to wall so that you'll hit the jewel when you perform the Giga Attack, but a few hits from that and Sigma will go down permanently.



After Sigma has been defeated, Zero is in bad shape.



With his last ounce of strength, Zero destroys Sigma.



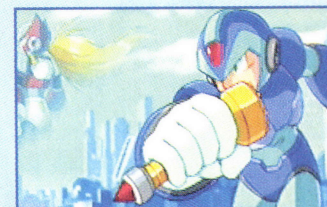
Suddenly, Sigma surprises our heroes with one final attack.



Still weakened from the battle, X is saved by an unknown person.



The beam blasts through both X and the severely damaged Zero.

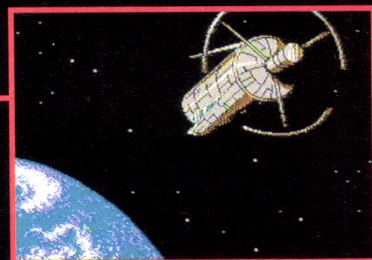


Three years later, X continues to fight against the Mavericks. He uses Zero's sword to remember his fallen ally's sacrifice.

GUESS THE GAME ENDING AND WIN!



Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three Expert Gamer T-shirts! Make sure we have your entries no later than April 20, 2001! Send entries to Game Over #82 c/o Expert Gamer, P.O. Box 3338, Oak Brook, IL 60522-3338.



CLUE: This "silly" game was originally developed to be based on the Terminator movie. The final boss of the game looks just like the T-800 Endoskeleton.



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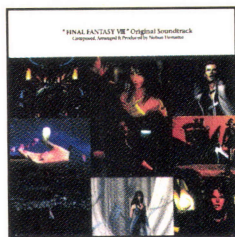
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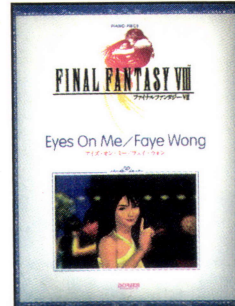
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ZD Game Group
50 Beale Street, 12th floor
San Francisco, CA 94105
(415) 547-8783
Lee Unlacke
(415) 357-4910
Suzie Reider
(415) 357-4915
Marc Callison
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Next Month

M A Y 2 0 0 1

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EXPERT GAMER

May 2001

On sale April 17

He's big, he's bad, and he's...furry? Yep, he's Conker, Rare's irreverent new video game star. This squirrel has a rather large chip on his shoulder, and he'll be counting on you to get him through Conker's Bad Fur Day. Featuring slap-stick takes of scenes from great movies, as well as a bizarre sense of humor, CBFD packs a ton of laughs. Moving on, Phantasy Star Online has quite a few people in its grip, and XG brings you the latest on this enthralling RPG. Get acquainted with Mag upgrades and other essential items to play your best. On the PS2 front, XG hits the dirt with

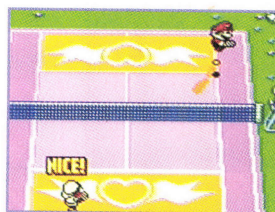
some serious offroad action with ATV Offroad Fury. Think Excitebike 64 with better visuals and you'll know what kind of gameplay wallop ATV packs. We show you the tricks, the tracks and the tactics to succeed. Finally, look for some keen insight into the handheld world of Mario Tennis. We'll give you a quick and easy way to get through the RPG portion of the game, as well as some general tips for match play.



Feature Story



Plan on Expert Gamer to give you the most comprehensive walk-through possible for Conker's Bad Fur Day. This Mature-rated game is a tough bugger to beat, and you'll need our guide to survive!



More than a sports game, Mario Tennis for the GB has an RPG mode. XG will reveal all of the secrets.



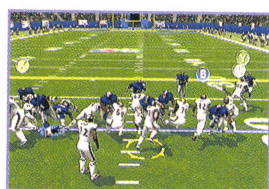
Check out new info on the biggest game to hit the console world. XG brings you advanced tactics for PSO.

ELECTRONIC GAMING MONTHLY

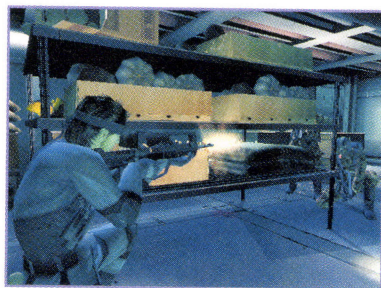
May 2001

On sale April 3

Feature Story



The Dreamcast's NFL 2K1 was the first SegaNet game—how is it faring next to recent games?



Online gaming has finally arrived, but has it really caught on? We take a look at the home-grown communities and clans that have sprung up around online console play, in addition to what the big boys (such as Sony and Microsoft) are cookin' up for the future. Online play is here to stay, and we'll show you where it's going. But next issue gives non-online games a fair shake, too. Plus, look for more Metal Gear: SOL info!

OFFICIAL U.S. PlayStation MAGAZINE

May 2001

On sale April 10

Feature Story



Medal of Honor hits PlayStation 2 in a short while, and we'll bring you an exclusive look at the next chapter in Dreamworks' WWII epic. Plus, Zone of Enders reviewed, more goodies on Metal Gear Solid 2: Sons of Liberty and Final Fantasy X.



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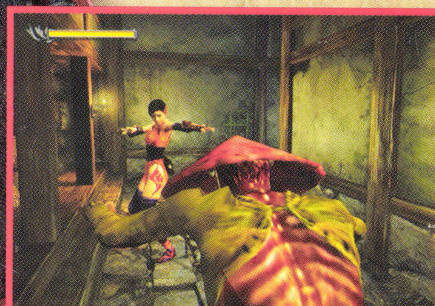
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as the sharpest sword
when wielded by one
with ample fortitude
and directness.*



*Strength in the physical
being is multiplied
tenfold by the Warrior
who practices strength
on matters of the mind
and spirit.*



*Only through unyielding
courage can a Warrior
overcome those obstacles
which at first
appear overwhelming.*



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Violence

PlayStation 2



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